

Also Available on Gameboy™ system



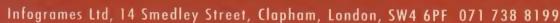
★ "Asterix is so challenging that it'll take years to complete... it's heaven for any Asterix fan..." 92% Super Action

★ "this one could be a real midnight oil-burner" c & vs

- ★ "keeps you hooked...A great debut for the little Gaul...A well made platformer..."

 SNES Force
- ★ "Nice-looking sprites...plenty of levels...and a real flavour of the comic books..."

Camesmaster Magazine



Issue 23 November 1993

EUROPE'S FIRST INDEPENDENT MAGAZINE FOR

TOTAL is the UK's biggest independent mag for Nintendo gamers. FACT: Number of ABC Jan - Jun 1993 people who buy TOTAL each month: 70,648

TOTAL News

The latest from the world of Nintendo, including a new price for the old NES, games news from the US, and much more.

Previews

First looks at the hot new games, including Aladdin and Space Ace.

Letters

Frank sifts through the post in a desperate search for a fan letter.

Reviews

Find out what we're reviewing and where to find it on page 23.

Taz-mania compo

Win a cornucopia of Taz-mania goodies, including the fluffiest Taz doll ever!

Fast find!

6 Previews

Letters

SNES Reviews

Mega Man X

(58) Super Street Fighter II

Game Boy Reviews

NES Reviews

TOTAL Tactix **(87)**

Subscriptions

TOTAL Recall

(110) **Next Month**

CONTACTSEditorial

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Way Cool! The Spot that hits the mark... 978770 W

Chill, people. The hippest, most fundamentally audacious Mega Drive game ever catches a wave, shoots a tube, hangs 10 and does a fin-cracking bottom turn onto the coolest console in the whole games-playing universe. And it's actually rather a good game, thank you very much.



Hey, surfboard and goldfish. That's, er, strange.



Cool Spot relaxes at the bottom of a 7-Up bottle.

A Cosmic lava lamp and every Codemasters NES game **p80**

SUPER NES GAME BOY NES

For the total Nintendo picture, we're all you need!

TOTAL Tactix

If you're stuck in a game, need that vital password or can't get past that level boss, TOTAL's regular Tactix section has all the information you need.





















Super Mario Bros. 2

All seven worlds warped and cracked in our player's guide.

Link's Awakening

Part 1 of our complete guide to Game Boy Zelda.

Mega Man X

The makers of Mega Man's Super NES début talk exclusively to **TOTAL** about their creation.

> The 10th Mega Man game is the first one on the Super



It's back!

An exclusive interview with the boss of Capcom USA about the latest and greatest Street Fighter II.





In the news from TNN this month... Hefty price cut for NES... Stars... The latest game-busting books reviewed... Round-up

NES price slash

It's been a long time coming, but Nintendo have finally got around to pricing the good old NES at a level the punters are actually prepared to pay.

es, it's finally happened! Nintendo have at last seen sense and reduced the price of the redoubtable NES to a realistic level. For over a year, the poor old NES has had to struggle with a stupidly high price tag and cartridges that are almost as expensive as brand-new Super NES ones. But not any more.

New NES packs have already hit the streets for £30, packaged with either Super Mario Bros. or Super Mario Bros 3. – both excellent games – and the price of games is tumbling as well. Older NES games will be available for £6 and £11 but Nintendo will still charge £30 for new releases, as they still believe they'll sell at this price (although if you ask us, there's so many great old NES games that any sane buyer will go for those rather than a dearer new release). Most of the old carts have been reduced in big chain stores for a long time anyway, so apart from the odd few choice reduc-

tions, it might be difficult to see what all the fuss is about.

Still, at least Nintendo UK have realised there's still a big market for new NES console sales and an equally big market for NES games. The price drop is intended to put the NES into a younger market – parents will be much more inclined to buy their child an NES at the new, no-risk price, as even if the child 'goes off' the console, they'll only have wasted £30.

We'll give you a full report on all the new game prices as soon as we get them, but in the meantime keep your eyes on the shelves for some unbelievable bargains over the next few months.





Float like a butterfly, sting like a bee!

uhammed Ali – the greatest heavyweight ever? Well, Virgin probably think that Muhammed Ali's Heavyweight Boxing is the best Super NES boxing game around, but then the appalling George Foreman's KO Boxing is the only opposition it's got. Muhammed Ali is a one- or two-player game with 10 contenders to choose from, including Ali himself, and you can also do his

famous shuffle if you feel the need. The game's out this Christmas and will be available on both Super NES and Game Boy. Oh, and here's a pic of Nigel Benn playing the game, for no apparent reason.

Nigel Benn grins unconvincingly for the camera as he plays Muhammed Ali's Boxing.



ENDO REMS

The death of the Superdeck... A free copy of Mario Allof new joypads... The word from our US correspondent

Everything you ever wanted to know about Nintendo...

ere's a weird thing. That ever-caring, fun-loving bunch of guys that is Nintendo Of America have just published a little brochure snappily titled, 'Everything you ever always wanted to know about video games... But were afraid to ask your kids!. Bet they spent ages thinking that one up. Basically, it's full of the sort of mind-numbingly obvious video-game facts that seem to escape every parent, but it might be useful if your folks mistakenly believe that your Super NES is an invader from the planet Wongo.



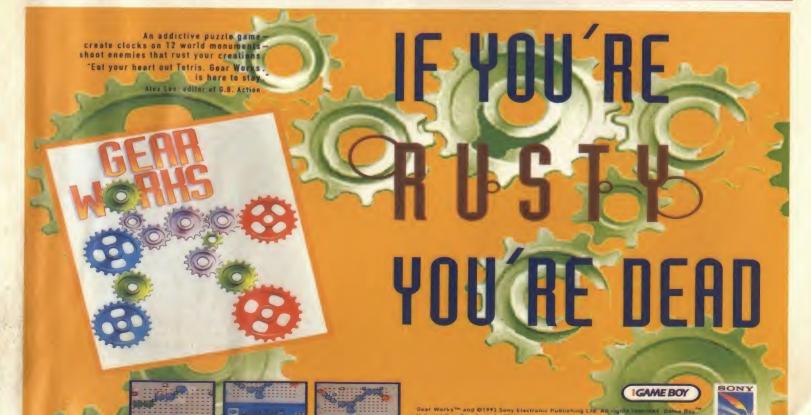
All-Stars for FREE!

Yes, you can get the amazing Super Mario All-Stars cart for free! But how? Well, over in America anyone who buys a Super NES Super Set (which comes with a Super Mario World cart) also gets a voucher that they can redeem for a free copy of Super Mario All-Stars. Not bad, eh? So come

on, Nintendo UK, how about a similar deal for us hard-up UK gamers? Please? Pretty please? With cherries on top?

Mario All-Stars for free, gratis, for nothing, no strings. Only in America, though.





WAY OUT WEST



Say a big 'Hi there!' to TOTAL's new American correspondent, Neil West. Neil lives in San Francisco, where he swims, drinks cocktails, drives his convertible, lies on the beach... Oh, and gets all the latest **US Nintendo news.**

Sword-swinging schoolteachers

The Americans can be blamed for some of the very worst ideas. Squeezable cheese, driving on the wrong side of the road, Care Bears and calling crisps chips and chips fries - to name but four. But even though Dream Probe is a Super NES game due for release through Renovation, a US software house, the company adamantly insist that it was the Japanese, and not them, who decided to make the sword-swinging, robot-killing heroes high-school physics teachers.

Yes, high-school physics teachers.

Dream Probe's plot outline attempts to persuade you that high-school physics teachers were the obvious choice for the job of clearing up a futuristic, robot-ruled Tokyo. It claims that a high-school student invented a 'Dream Probe' that enabled people to enter other people's dreams. But in the tradition of all such inventions, it went wrong. The nightmare became reality and so someone has to enter the dream to sort everything out. That person is the student's physics teacher. Hmm.

Aside from this token plot novelty, Dream Probe seems destined to be no more than yet another platform hack 'em up.

But things may change between now and the game's launch in early 1994.

Impressive stuff from the physics master from Hell in Renovation's Dream Probe.



Hmm, that bloke on the box looks a bit camp, doesn't he? It's a bridge, it's a puff of smoke, it's... It's... It's... It's hardly original, is it?

Freewheel

his Super NES controller was first announced about a year ago and it's taken an absolute age to make it into the shops. At the moment, it looks as if it'll be out by December. The steering wheel is angle sensitive so you can control cars in video games as you would a real car. Well, that's the theory. We've yet to put Freewheel through its paces, but for the record it should cost £35 and is compatible with Nigel Mansell's World Championship on the Super NES.



Freewheel finally reaches the Super NES and weighs in at £35, About as cheap as an old Cortina.

DUAL TURBO REMOTE CONTROLLERS



Zap the screen from a distance of several thousand miles (all right, a few feet, then).

cclaim's new Dual Turbo joypads work using infra-red beams, which means no more wires and you can sit up to 25 feet away (not that you'll be able to make out much at that range). The joypads have two turbo settings, autofire and slow motion, but they cost - wait for it - £50. However, for that you get two pads and a remote control transmitter to make them work.

SPIDER-MAN AND THE X-MEN RETURN!

year after their Super NES team-up, Spider-Man and the X-Men BIFF!, PAF! and ZOINK! their way onto the Game Boy. As in the Super NES game, you get to play Spidey, Wolverine, Gambit, Cyclops or Storm, and the dynamic, er, quintet are again battling super-villain Arcade in his deadly amusement park. If you're expecting the same stuff that was in the Super NES game, you won't be disappointed.



PAUSED



02 03 98

Original

Nintendo

Seal of

16th

TACKOREE

Have you got what it takes to roar into the sunset with the first motorcycle racing simulator to hit the Super Nintendo?

Race the international circuits with 2-player simultaneous split-screen action.

If you've got the guts, the glory will be waiting on the winners rostrum.

Available October 1993.

"This is a fun game especially in 2 player mode. Considering it's the first Hang-on style racer for the Super Nintendo it's worth checking out."

NMS September 1993.



Bandai UK Hedge End, Southampton. S03 4TX



Oh dear, another box cover and another camp-looking hero in a fetching mauve top.



Journey Home

Role-playing adventures (RPGs) not your bag? Thought not. It's a shame that more people don't bother giving anything other than platform games and beat 'em ups a try, because there are a lot of different game types out there which are just as much fun as Street Fighter II.

Certainly the Americans have discovered RPGs in a big way - they like them almost as much as they like squeezable cheese, driving on the wrong side of the road, Care Bears and calling crisps chips and chips fries. So The Journey Home - a new RPG/adventure for the Super NES from Renovation - looks set to be more of a hit in the States than in Europe.

Still, it's on its way. Just thought you might like to know.

Let's shoot some pool...

Side Pocket was a surprise arcade coin-op hit a few years ago. This was largely because although it was basically just a standard pool game, in between frames it flashed pictures of scantily clad women. Somehow (can't think why, personally) this encouraged players to keep pumping in their 20 pences to get to further and further levels, and the game's popularity soared. Side Pocket was released for the Mega Drive a year ago, and the good news is that a Super NES version is now due for release at Christmas from Data East. Although most of the scantily clad women won't make it to the Super NES version, hopefully the top-rate pool game lurking underneath will. Expect more news in the near future.



The viewed-from-above pool table looks dull but the game is still good.



Hey, it's a sleazy pool game. Isn't that Sally **Gunnell there?**

Atari's Jaguar stalks Super NES

Atari haven't really been at the forefront of video game technology since the '70s, but this could change with the launch of the Jaguar, a 64-bit super-console that Atari claim will knock the Super NES out of the ball park. Priced at around \$200, it's due for release in the US in November. So, is this the end of Nintendo? Don't be stupid. Nintendo know more about video games than anyone else. They're not going to let anyone just

take over. And no one's actually seen Jaguar in action yet - it could be all hype. And don't forget that Nintendo games are still the best, and that's what really counts.

Run, don't walk from the technological wonder that is the Atari Jaguar.



READ ALL ABOUT IT!

SUPER NES GAME SECRETS VOLUME

he American Game Secrets books are always a bit hit-and-miss for UK gamers, as they usually cover loads of games only available in the States. No problem with Volume 4, though, as almost all the 22 games covered are out over here, including SFII Turbo, Mortal Kombat, StarFox, Bubsy, Tiny Toons and Super Star Wars. It's got some very good indepth solutions, with well thought-out combos for the likes of Street Fighter II Turbo and Mortal Kombat, useful walk-throughs for StarFox, Pugsley's Scavenger Hunt and loads of other games, and lots of useful key presses as well. This is an excellent book well worth looking up. Book of the month It's easily the best book we've seen this month by far - it's a barg!



COMPUTE'S CONQUERING SUPER NES GAMES £9

.....



cheap price tag and a huge 30 games tipped might make this book seem like a bargain, but there's not really much here. Each game gets around 10 or so pages but most of them are wasted by regurgitating the manuals' description of the moves, the game features and so on. The tips are dotted about here and there but they're not that much help. Oh, and each game has about two pictures. Not very good and definitely not worth buying.

Loads of games, but it's like reading a series of game manuals. Dull.

SUPER STAR WARS **OFFICIAL GAME SECRETS £12**

his guide book was developed with the assistance of Lucas Arts and every level of the game is fully mapped, with lots of lovely screenshots. And A one game book that that's about it. It tells you where the secret bits are - but by now they've appeared in every magazine barrel to fill its pages. going - and has lots of very obvious tips like 'Shoot



really scrapes the

this' and 'Shoot that'. It may look as if it's the last word on Super Star Wars but it's a waste of money. Don't get it.



MORTAL KOMBAT FIGHTER'S

full-colour book with screenshots of the game. It covers the Super NES, Game Boy, Mega Drive and Game Gear versions, but it's really just a glorified manual. The tips are pathetic and it gives hardly any advice on how to play the game. Mortal Kombat may not be the best beat 'em up ever but it's nowhere near as lame as this dire book would make you think. Avoid.



We've got loads of fab games in Previews this month, but don't rush out to buy 'em cos they're not in the shops yet - that's why they're called previews, see? Still, while you're waiting you can feast your eyes on all these glorious screenshots.



Aladdin's only got one attempt at this leap before that stalactite breaks off.



The magic lamp (containing the Genie) is hidden in a treasure-filled haunted cave.



The Sultan's palace looms over Baghdad, the setting for Aladdin's adventures.

addin

For Super NES



The Princess is being bullied by a market ruffian and Aladdin's got to save her.

From Capcom



Aladdin rides down a washing line on a pair of pants with a strong gusset.

Out November



It's the magic lamp! Now, how do you get the Genie again? 'Izzy-wizzy, let's...

ithout a doubt, the biggest movie this Christmas is going to be Disney's Aladdin. We saw the film a few months ago and enjoyed it tremendously, so we couldn't wait to see what Capcom's Super NES game was going to be like

(there's already been an excellent Mega Drive version coded by Dave 'Cool Spot' Perry).

Aladdin definitely looks a cut above the average Super NES movie game. It's extremely pretty and, like the Mega Drive version, it closely follows the plot of the film (but I don't want to spoil the film by telling you too much of

the plot, of course). For most of the game the action takes place on tricky platform levels. You control

Aladdin (you were expecting someone else?) as he runs, jumps, throws apples, swings on poles and ropes, rides magic carpets and does lots of other agile stuff in his search for the magic lamp which will enable him to win

the hand of the Princess (come on, there had to be at least one Princess, didn't there?).

> Add some beautiful graphics, fluid animation and a soundtrack that could have been lifted from the film and it's apparent that Aladdin is going

to be a strong contender this Christmas. The only slightly worrying thing about the game is that it seems a tad on the easy side, but we'll find out for sure next month because there'll be a comprehensive review in the next issue of TOTAL.

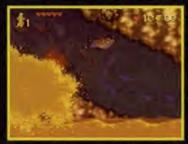


■ 10 ● 00

Aladdin takes a close look at a sea of lava. (Shortly after this picture was taken, Aladdin inexplicably disappeared from the public eye.)



After Aladdin gets the magic lamp, molten lava courses through the cavern. It's hot.



The toughest level in the game is this magic carpet ride away from a deadly lava tidal wave.



Aladdin's monkey, Abu, is always by his side in the game. His expression changes depending on how well Al's doing.



ART OF FIGHTING

For Super NES **From Takara Out Nov (import)**

rt Of Fighting is a beat 'em up that was a big success on the Neo Geo and has now been converted for the Super NES, with results that are... Well, just what you'd expect from another average Street Fighter II clone, really. It's got lots of big characters, special moves, throws, different backgrounds, storyline that wouldn't pass

muster in

MICKY

particularly desperate Neighbours script meeting - all the usual SFII gubbins. But there is at least one novelty. The point of view zooms in on the fighters when they're close together and zooms out when they're further apart,

showing more of the background and shrinking the characters in scale. It's a nice touch but whether enough to rescue Art Of Fighting from 'The Place Where Beat 'Em Ups That Are Not Street Fighter II Go To Die Quietly' is another thing. We'll have to wait and see.



Micky looks like some kind of beach bum but he doesn't half pack a mean uppercut.



Art Of Fighting is a conversion of a Neo Geo original.

CASTLE QUEST

For Game Boy Out November

From Sony/Hudson Soft

he first thing I thought when I stuck Castle Quest in the Game Boy was, 'What the hell's going on here?' It's played on some sort of chess board, with bizarre pieces, including demons, orcs, skeletons and wizards. Each piece moves in its own way and the object of the game is to beat the opposing king, just like in chess.

Castle Quest is great fun and it's a strategy game that anyone can get to grips with. There's a one-player game with loads of levels and a two-player game as well. Review next issue.



Castle Quest is played on various boards, like this square one.

The pieces have different magic spells to cast against each other.

TURTLES: TOURNAMENT FIGHTER For Super NES

From Konami

Out December



Michaelangelo, the Turtle with the Nunchakus, gets his face kicked in by the mysterious **Chrome Dome in** the picturesque Art Museum.

ome on, not another beat 'em up,' you're probably saying. But wait up this one's actually worth considering. The plot? Well, the Turtles are entering a contest in which they face a variety of weird opponents from around the globe - novel, eh?

This has got the same stuff as any other beat 'em up but differs from most in that it's actually very good. We couldn't believe that someone had finally managed to turn out a decent and very playable beat 'em up

> which wasn't Street Fighter II. Turtles has variable speed like SFII Turbo, loads of opponents, superb graphics and sounds... it's lovely. We'll have a full review next issue, but in the meantime, have a gander at our lovely collection of screenshots.



Which Turtle wears purple? Erm... Oh, I dunno. Anyway, he's the one who's throwing token girlie character Aska in this pic.



Same-Turtle-versus-same-Turtle action is no problem. Here, bo-staff-wielding Donatello breakdances through his alter ego.



Every character has a few close-range attacks, like throws and shoulder barges. Here, Don's about to headbutt Wingnut.

THE LAWNINOWER MAN

For Game Boy Out December

From Sales Curve

heck out the Super NES Lawnmower Man review on page 46 of this issue and you'll get a general idea of what the Game Boy game is like. The action alternates between basic platformblasting levels and voyages through a 3D virtual-reality world.

The platforms are quite mundane but the 3D sections are truly impressive for the Game Boy - it's all done using simple shaded

shapes but it works very well and provides a real sensation of flying. Review next month. 11200

You have to race through the platform levels trying to find these VR gateways.

Looks crap? Wait till you see it moving and you'll be amazed!

F1 POLE POSITION

For Game Boy From Ubi Soft **Out Soon**

n the face of it, Ubi Soft's new Formula 1 racing game doesn't do anything new, and there's certainly nothing in it that hasn't already been done by other GB racers. It's a typical F1 game, 🛭 🛭 with all 16 tracks, all the proper drivers, a choice of gearboxes, engines,

tyres, suspension, and so on, And there's the 'Haven't seen that one before' Pole Position style view of the track, too.

But, to give it credit, it looks better than Ferrari Grand Prix. the only other 'serious' F1 game on the Game Boy, and is

> well enough programmed to get the most out of the 'Game Boy's monochrome graphics. A playable if unoriginal racing game.



It looks uninspiring but it's probably the best GB F1 game.

As with most F1 games, you can change the set-up of your car.

NFL FOOTBAL

For Super NES

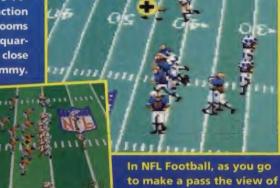
From Konami

Out Nov (import)

hat's the recipe for the ideal American Football game? How about taking one of the best Japanese games producers and stirring in an official NFL licence so that you get all the teams, all the official playbooks, the works? Sounds pretty promising, eh?

Well, add some nice graphics to season and it gets even tastier. In NFL Football the pitch is rendered in Mode 7 and the TVstyle view zooms in and out as the action changes - it starts close for the snap, zooms out to cover passes, showing both quarterback and receiver, and then goes in close again to show tackles and catches. Yummy.

The gameplay doesn't look as hot as the graphics, though. It's difficult to keep track of who's got possession of the ball and where all the receivers, blockers and defenders are. Oh, and in the true John Madden tradition there doesn't appear to be a league system (sigh). We'll have a full review in the next month or two.



The ball flies through the air over the offensive line.

The snap's seen from this TV-style side-on view.

the pitch zooms out and pans around to show which receiver is open.

INDIANA JONES AND THE LAST CRUSADE

For NES and Game Boy From Ubi Soft **Out Soon**

he last Indy movie was out in 1989, so this isn't the most timely of game releases. It's a platformer in which Indy runs and jumps through the various scenes of the film's plot, and it all looks fairly basic stuff. There are NES and Game Boy versions in the works and we'll have reviews as soon as they're out.



Indy explores the caves in NES Last Crusade. Doesn't look much like Harrison Ford to me.



There's lots of lovely cartoon animation in Space Ace.



Here's Dexter, the hero of Space Ace, looking at... ahem, yes, well.

For Super NES From Empire

We all know that Sensible Soccer and Striker are fab, but the provisionally titled 'Empire Soccer' is looking a wee bit special too.

Out March '94

It's a fairly standard scrolling football game, but the graphics are easily the most detailed yet seen on any game in the genre. The players all have proper facial features (they're pretty big) and full animation. Even the pitch looks

lovely, with proper shadows from the stadium roof falling over the grass.

All the usual footy features are here: leagues, cups and standard FIFA rules. The difference is that you can give players special abilities, including aftertouch, power shots and super-dribbling techniques. These abilities can only be

The Germans chip the ball over the top of the defender and into the box.

used when a player is fully charged up - the more you use a special ability, the longer it takes the player to recharge. This is looking quite special, so keep a look out for it in a future issue of TOTAL.



Viewed from above, any shot, like this header, looks good.

3 ø SERHANY .

For Super NES **From Empire Out Soon**

■ he plot of Space Ace is very strange. You play an intergalactic space hero who has been zapped with the dreaded Infanto-



Dexter leaps deftly over a wall of solid flames in Space Ace.

ray and been turned into a spotty teenager. The owner of this vile ray-gun is a fat bloke called Fr... Borf, whom you have to find and then destroy.

The game is a little unusual, too. It's split into lots of different sections, some platform, some maze and some driving - a bit like Battletoads. There are loads of little animations and some of the backgrounds are stupendous - it looks very similar to the original coin-op.

Quite how Space Ace plays, though, remains to be seen. We'll find out in the new year when the game hits the shops, and we'll have a full review in TOTAL round about when the snow starts to melt.



Frankie's **Shorties** Small is beautiful!

Dear TOTAL,

I have heard rumours that TOTAL will be finishing on issue 25. Is this true? I have also heard that the NES is finishing in 1996. Is this true? **David Wainwright, Wigan**



Oh my gosh! Nobody told us! We're only Europe's first and biggest independent Nintendo mag. Seriously, why would we be closing down? If something's successful, why kill it off? And the NES will slow down, but it will never die. FRANK

Dear TOTAL,

My friend claims he has got Starwing/Fox for the Game Boy on import. Is he telling the truth or is he talking cack?

Magic Mike, High Wycombe



Our artist's impression of what Game Boy Starwing might look like. If it existed.

Yes, cack is exactly what he is talking. FRANK

We may not be able to answer all your questions... In fact, we may not be able to answer any of them... But, er, write to us anyway. Just in case.

'Phone lines

Dear TOTAL.

I have often reflected with melancholy on

the fact that the Super NES lacks an earphone socket. Do you know of any small piece of

equipment that might fit into the 'multi out' socket and provide me with one? Couldn't someone make a killing with an accessory like this?

In my melancholy reflections, I have also wondered why the Super NES image never fills the whole screen, which seems a bit

wasteful. Can you shed any light on this mystery?

Thirdly, we tend to become excited about music 'approaching hi-fi quality' incorporated into games. Maybe it would be better if a cassette was supplied with the cart, which would

> then provide 'amazing 100% hi-fi quality'. The spare megabytes could be

used for better graphics or more levels, or, dare I suggest it,

the price could be lowered.

Tom Williams, Leeds

Dear Tom,

Hey, cheer up, mate, it might never happen.

You could have one made up at an electronics store, but it would be expensive and rather messy.

UK TV sets have more lines than US sets.

That's just silly. Not only would the sound not be synchronised with the game, but a cassette would add to the price of the game. FRANK

today...

Dear TOTAL

We have captured your baldybonced buddy, Steve Jarratt. If you want him to return, then send us some Super NES or NES stuff. Else you'll never see him again and we'll send you a Mega Drive - bit by bit. And if you don't send the stuff, then we will come



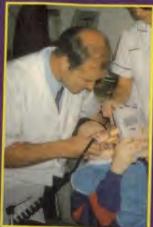
Write to TOTAL and win a fabbo-brill Konami game!

Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

As Konami make the excellent Probotector, the equally wonderful Castlevania and a heap of other startlingly good games, it's definitely a prize worth winning. So get writing and don't forget to say in your letter what format you want if you win (although we get to choose the game itself).

Weird Places I've Played

My Game Boy



(Number 21)

NAME David Green AGE 11 FROM Sherington, Wigan

Look, this just isn't on. Don't you lot know anything? You're supposed to hate going to the dentist. You're supposed to experience agonising pain and intense discomfort. You're not supposed to just sit there and play your Game Boy, totally nonchalant about the whole grisly business. So, next time you go to the dentist, David Green, we want you to suffer, okay?

Oi! We know you weirdos are out there! Send all those pictures of Game Boy-playing antics to: Weird Places I've Played My-Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really *unusual* ones and send you a spanking new game for your hand-held (well, after we've played it a bit first).



Stevie J? You can bleedin' well keep 'im, mate!

round and force you to play Sonic.

2, at gunpoint.

And if we give him back, we want him as editor of TOTAL again, because Fat Frankie is Scottish – need we say more?

The Blackmailers, Belfast

Dear Blackmailers,

Yes, actually you do need to say more, like, 'Forgive us, O Scottish One, because we're not awfully clever.' Fact is, you can keep baldy Jarratt. If you think we're going to hand over 50 quid's worth of Super NES game for some slappy reject, you must be mad. FRANK

Only the best...

Dear TOTAL,

Just a couple of quick questions for you to answer.

What is the best beat 'em up for the NES?

Apart from Micro Machines, what is the best racing game for the NES?

The mag is smart. Keep up the good work.

Scott Harper, Edinburgh

Dreadful poets' society

Dear TOTAL,

TOTAL, you're really great, you are, You've got pages of tips, news and reviews,

And pages where the kids can air their views.

You've tips, cheats and secret games,

Where people can die again and again,

Now, before you argue, let me say, You're the best magazine, the one for today,

People yawn and sigh with disgrace,

But really the back pages for TOTAL Recall is the right place, Now before I go to keep my mind sane,

I'll read TOTAL issues again and again,

So it's goodbye from me and it's goodbye from Ken,

And it's goodbye from Ryu with his Sho-Ryu-Ken.

Matthew Page, Kent

Matthew, Matthew, what a rhyme,

You'll have to try again some time.

I'd like to sit upon the fence, But your poem, frankly, made no sense,

I hope you won't be too upset, With the TOTAL T-shirt you won't get,

I try to be nice, I really do, But I really can't be nice to you. FRANK

Dear TOTAL,

Here is a little ditty I composed in bed,

Stupid me, I went to buy my console.

When wrapped I took it home, I ordered lots of fab games, From shops and on the phone, I carefully read the instructions, I plugged it in the mains,

Then grabbed a friend and joypad, And was ready for ace games, I stared, I checked my eyesight, But nothing I could see, I hit and banged the console, And shouted words obscene, And then I saw my error, Oh, silly, silly me, I'd got the games and console, But forgotten the TV. Stephanie Allman, Ashmore Park

Stephanie, listen to me, You're a sad spod with no TV, Your rhyme is nice, I must confess, But the point, I fear, was not

impressed, Have you lost your fave TV, Or are you suffering from

insanity? Either way it's not my fault, So I'll bring this poem to a rapid halt. FRANK

(Hmm. Well, that was a real education – CHRIS.)

Dear TOTAL,

Now that Microprose and Lucas Arts are developing software for the Super NES, will we see the likes of Civilisation and Day Of The Tentacle, etc. appearing on the machine?

Duncan Tunbridge, Kent

Civilisation is possible, but Day Of The Tentacle is just too big a game to fit on the Super NES. FRANK

Dear TOTAL

Is World Heroes 2 coming out on the Super NES?

Darren Wood, Wellingborough



World Heroes: will the sequel be any better? We do hope so. Yes, probably next year. FRANK

Dear TOTAL.

I've looked in the dictionary and asked my mum and everything, and I still don't know what the word 'fanzine' in your Reader Ads means. Can you help? Gemma Osborne, Kent

Fanzine literally means 'fan magazine'. The word is used to describe any publication produced by amateurs for the love of the subject rather than to make money, as opposed to professional magazines like TOTAL, produced at great cost by highly trained journos like us (ahem). There are lots of games fans out there producing their own fanzines, so we thought it would be a good idea to enable these people to contact potential readers via TOTAL's pages. FRANK

Dear TOTAL,

I own a Super NES and an Action Replay. I am going to the United States and want to know whether US games will play on my English machine. Marc Hendren, Blackpool



The Action Replay: works with most games, but not all.

The Action Replay works as an adaptor, so older games should work fine on it. Newer games may not, though, as Nintendo have started to incorporate a security chip in some carts to stop people playing import games. FRANK

Dear TOTAL,

Do you think there will be a Super Mario Kart 2? If so, when will it come out and how much will it cost? Stephen Holland, Essex Maybe, but obviously I don't know how much it will cost. FRANK

Dear TOTAL

I am doing a school project about computer games. I am looking at the problems of addiction, epilepsy, sexism, pricing and influence on people's personalities. Any ideas about what I should read and who I should contact? Tim Gibson, Bath



David Sheff's Game Over: a great read and a mine of information.

Well, you could try reading the excellent Game Over by David Sheff. Not only is it a fascinating read about how Nintendo made it big, but it also has a very handy recommended reading index at the back, which should help you with your project. FRANK

Dear TOTAL,

Is there a way to plug the video recorder to my Super NES so I can record myself playing the games?

Adam Simpson, Dalton-in-Furness
Easy-peasy. Use the multi out lead to connect your Super NES to your VCR AV or SCART, or plug the RF lead into the video-aerial socket.

Tune it in (UHF 36) and start recording. It's as easy as that, and the results should be lovely. FRANK

Dear TOTAL,

I have a Super NES and will be getting Mario All-Stars, but I was thinking, since Nintendo have put four NES classics on a Super NES cart, will they do it with any others, like the Zelda, Probotector or Castlevania games?

Padraigh Gormley, Co. Fermanagh



Mario All-Stars: likely to remain unique.

Nah, Mario will be the only one. It's just too expensive. FRANK

Dear TOTAL,

Are Nintendo planning on making a keyboard for the Super NES, like the Workboy for the Game Boy? Gavin (BFG), Brighton Nope. FRANK

Dear TOTAL,

I'm a German reader of the German magazine, TOTAL.

Movie madness

Dear TOTAL

I own a Super NES and am concerned about movie licences. Apart from the odd exception, like Alien³, most of them look like all the effort and money has gone into acquiring the name and not into programming – like Lethal Weapon and Alien Vs Predator. Great games like SFII, Mario Bros. and Mega Man were all original ideas – we need

more like them! Anyway, keep up the good work, TOTAL! Peter Athron, Glasgow

Dear Pete,

I have to agree with you there. If all the effort goes into making an original concept as good as it can be, the results are often spectacular. Movie licences are often inhibited by

the plot, with programmers desperately trying to include elements from often unsuitable storylines. The reason movie licences succeed is that people buy them because they know the movie. FRANK

Dear Scott.

Jackie Chan's Action Kung-Fu.

Super Sprint, but it's a bugger to find. F1
Sensation and Nigel Mansell, from Konami and Gremlin respectively, are both great, but won't be released in Britain. Try writing to your MP

Fancy a slag?

or something. FRANK

Dear TOTAL

When Jarratt was on the TOTAL team, there wasn't much slagging off for Sega. Everyone knows Sega are totally CRAP with a capital C, R, A and P. I mean, Sega's idea of a CD-ROM is a Crappily Digitised Waste Of Money.

I have some questions for you.

Why, oh why is Sega so crap? Why is Nintendo the best?

Will there ever be a Mario game where Mazza can kick the crap out of Sonic?

Why are Sega graphics worse than a Spectrum's?

Why the hell does Sonic wear red boots?

Philip Gill, Blackpool

Dear Phil,

Because they can be. Because they are.

With any luck.

Erm, because they're not?

Because he has no taste, perhaps? FRANK

Going Dutch

Dear TOTAL,

Greetings from Holland. I think the mag is real good. I have a couple of questions for you. The Superdeck is still not available in Holland, and no shops out in the Netherlands know when it will be coming out. I need a Superdeck so I can play Faxanadu, the best NES game of all time. When is it coming?

How can I order an old issue of TOTAL? I'm after issue 13, as it has the Faxanadu review in it.

Is Faxanadu going to be released for the Super NES?

Ramon de Puyker, Holland

All right, Pukey, me old mate, I'll answer your questions.

It should be out before Christmas, so cross your legs or something.

Check with the back issues section or try putting an ad in Reader Ads.

Not a chance, me old mucker. You'll just have to wait for the Superdeck. FRANK

Carts for hire?

Dear TOTAL,

I would like to congratulate you on a totally wicked magazine.
Could you please answer my questions – the survival of the human race depends on it (well, sort of).

Why can't you rent Nintendo cartridges in the UK? Surely it would sell more consoles? You can already do it in America, and it would be more popular than a Sega rental service.

My Super NES has a socket marked EXT. What is it for?
What's the position with the release of Street Fighter II for the Game Boy?

Anthony Mortley, Huntingdon

Dear Tone,

I know a girl who lives in Huntingdon – Jenny, her name is. If you see her, say hi. It might do, but then Nintendo would make more money if you actually bought the carts, so who's the clever one, eh?

It's for possible add-ons, like the now defunct Nintendo CD drive.



This is what could have plugged into the Super NES EXT slot.

Capcom are apparently looking into it. FRANK

Jobs for the boys

Dear TOTAL,

Which is the best out of Zombies, Pugsley's Scavenger Hunt and Shadowrun?

2 How old would I have to be to get a job as a games reviewer?

How much would I get paid?

What would the hours be?

What sort of qualifications would I need?

Ryan O'Donnell, Scotland

Dear Ryan,

They are all good and all different, so I wouldn't like to say which one was best:

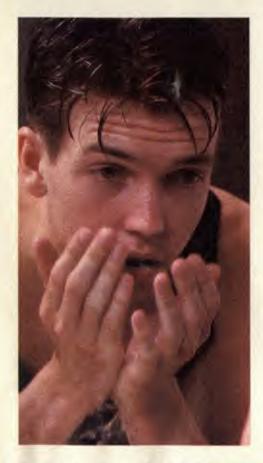
16 is the bare minimum, but you'd be better off with A-Levels or even a degree.

Three pounds a week and all the crisps you can eat.

25 hours per day, and then there's overtime.

Good English, top games skill and a complete lack of tact or decorum. FRANK

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night — no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

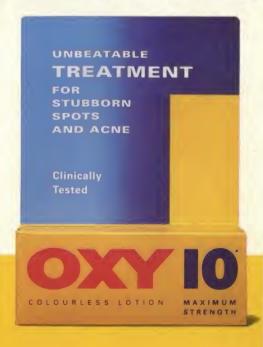
Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin.

And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!'

Because I'm very interested in English, I want to read TOTAL in English, Can I buy them from you? It's very important for me.

Saidi Uwazola, Zeven, Germany

If you look on page 102 and 103, you'll find out how to order back issues and subscribe to the magazine. You can still get back issues delivered to you even though you live abroad – you just have to pay a bit more. You will have to pay in pounds sterling, though – get an International Reply Coupon (IRC) or ask at your local bank. FRANK

Dear TOTAL

Future Publishing have published a magazine especially for the Super NES called Super Play. Are there any plans for a Future magazine especially for the NES or Game Boy?

Angeline Adams, Ulster

To be honest, I haven't got a clue. (They don't tell us anything here.) Judging by the low quality of existing NES- and Game Boy-only mags, though, it could be a sound business move. FRANK

Dear TOTAL,

For Christmas, what do you think I should get, a Patriot Turbo joypad or the SN Top Fighter? Jonathon Sheffield, Hants



The Patriot Turbo joypad.
It's up to you. They're both good,
but the Patriot does have built-in
SFII moves. FRANK

Dear TOTAL,

I read somewhere that you could have your UK Super NES upgraded to run at the same speed as a US machine (about 4MHz). I was thinking of having this done, but I was disappointed to learn that your telly has to be able to detect a 60Hz signal and mine can only detect 50Hz. What puzzles me is that a Mega Drive, which runs at 7MHz, can run on a 50Hz telly like mine!

James Gibson, Newport, IOW

This is all true, but the benefits are outweighed by the cost. The difference is negligible and most new games are being coded with PAL in mind. FRANK

TOTAL Teaser

What are these games? (Answers on page 114.)





Games master

Dear TOTAL,

Your magazine is totally awesome and I intend to buy every issue before I go back to Kenya. Before I ask my two questions, I'm going to show off.

I have finished Wing Commander with 130+ kills. I was also a Major, had every medal, and never failed a mission. I managed to do all this in a week.

I also finished Super Star Wars in six days. Good, eh?

Anyway, here are my questions.

Are you ever going to go international, because I can't get TOTAL in Kenya?

Why is your magazine so expensive? My pocket money doesn't stretch to £2.50!

The biggest TOTAL fan in the entire Universe

Dear TOTAL fan,

That kind of big-headedness should be punished with an insult, but I'll answer your questions instead cos I'm nice.

There is a German edition of TOTAL, but it's written and produced by completely different people. I am trying to start a Balinese edition so that I can live out my years on a palm-fringed beach.

That's cheap! Amazing free gifts, brilliant competitions, sexy reviewers... What more could you ask for? FRANK

Legal and decent?

Dear TOTAL,

I have a few questions to ask.

went down to my local importer a few months ago

and saw Super R-Type on Jap import. It was in a plastic case and the instructions were in English: Is this illegal?

Some time ago you said that all copies of the illegal NES SFII were seized. This is not true! I went to Spain for my holidays and found two copies of it retailing at 12,995 pesetas – about £65.

How much will the new-look NES cost in the UK? Stephen Gibbon, Workington

Dear Steve,

Sounds fishy, but they probably just bundled it with English instructions because they were nice. It could be a second-hand cart.

Well, not all of them were, then, obviously.

The same as the old-style NES – that is, if they ever actually release it. FRANK

Tyson Vs Bison

Dear TOTAL,

Will Micro Machines be released for the Super NES?

Why do Capcom change the bosses' names around in SFII?

Should I get Desert Strike or Jungle Strike on the SNES?

What golf game should I get for the Super NES?

Mark Felton, London

Dear Mark,

It's possible, but probably not by Codemasters.

Because they feared legal action by Mike Tyson (M.Bison), probably.

Jungle Strike may be released next year and looks like it will be the best.

Irem Skins. True Golf
Classics is nice, too, but
limited. FRANK

À la Mode 7

Dear TOTAL,

What language and computer is used to program a cart?

Why do you see parts of other screens on some games?

3 What is Mode 7?

Adam Ainsworthy, Poole

Dear Adam,

They're programmed on PCs in any of a number of

languages and then converted into something the Super NES's 6502 central processor can understand. Sort of.

2 Sorry, I've got no idea what you're talking about, me old china.

The Super NES has graphics chips with several screen modes. Mode 7 is the one that enables the Super NES to scale and rotate graphics. FRANK

It's an insult!

Dear TOTAL

I think your magazine is completely untrustworthy and you have the stinglest writers of any of the magazines. I've ever read. You lot are so dim you probably couldn't change a light bulb between you. Anyway, I buy your magazine every month and think it's brill. This is because I'm completely untrustworthy and stingy myself and wouldn't know a rip-off if it jumped up and bit me on the backside.

Keep up the rubbish work. Liam Brine, Dover

Dear Liam,

Er, yes. Indeed. Cheers. Um, I think. FRANK

Write to...

Send all your letters to: TOTAL Letters, 30 Monmouth Street, Bath, Avon BA1 2BW

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an sae.

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Will they save us, Ren?

I hope so,
Stimpy...your breath
is keeeling me!



Strange and bizarre weapons to defeat weird foes.



Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log."



Bizarre graphics and voice tracks make you feel like you're in the show. Oh Joy!

Holy Lederhosen! America's hottest cartoon cult Ren Hoëk & Stimpy are trapped in their own TV show . . . and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up - or worse!

All you gotta do is help the heroes survive four of their classic adventures – The Boy who cried Rat, In the Army, Stimpy's Invention and Marooned with an enchanted, yet deesgusting journey through Stimpy's digestive system!

So play Ren & Stimpy and travel through the 16 lip-smacking levels of twisted gameplay into the real world of fresh air and pizza delivery. And don't forget your breath mints!

AVAILABLE FROM 7 DECEMBER 1993.



T•HQ International

GAME BOY

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Hooray! This is why you really bought the magazine - the reviews! This month our hot reviewers check out some even hotter games.

The TOTAL review crew

Meet the gang, cos the boys are here, the boys to entertain you. And a girl as well. TOTAL welcomes new staff writers and die-hard gamers James Binns and Dane McLellan



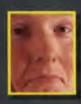
FRANK

After an intensive diet. Fat Frank is no longer fat. So now we have to call him Furry Frank, or something.



CHRIS

Chris has no distinguishing features and therefore no nickname. But his name does rhyme with... kiss.



Brand-new staff writer James Binns is all shiny and impressionable. And he has distinctly ginger hair...



DANE

... Unlike the delectable Dane. who has delicious long. blonde hair and a penchant for violent beat 'em ups.

SUPER NES



Cool Spot24 Virgin's first foray into Super NES territory!

Aero The Acro-bat ... 28 Platform action with a small bat.

Robocop Vs Terminator30 The two toughest hombres in the history of the Universe.

Timeslip 32 Sub-Contra action with the latest game from Vic Tokai.

Virtual Soccer 34 How does this brand new footy sim compare with Striker, then?

Super Empire Strikes Back 36

A long time ago, in a cartridge far, far away... Dr Franken 38

The Super NES version of the Game Boy classic. How does it compare?

The first game to feature a Walter Matthau sprite.

Might And Magic ... 42 Hmm. Role-playing games, eh?

Lawnmower Man .. 46 Virtual war with Jobe and friends.

Plok48 Surreal platform action like you've never seen.

World Heroes51 They're heroes and they're out of this world. Ahem.

Mario And Wario52 Mario has the wool pulled over his eyes. Literally.

GAME BOY

Pang
Bubble-busting fun on the Game Boy at last.

Batman: Animated Series 66

Konami come up trumps with their latest licence. Battletoads 268 Amphibian antics from the boys at Rare.

Zool70 Ants, eh? Don'tcha just love 'em?

Goal71 Bizarre football on the Game Boy.

Total Carnage72 Game Boy violence aboy from T•HQ.

Tom And Jerry 74 Ultra-violent cartoon laffs? Or total rubbish?

Tesserae74 Like draughts, but much more complicated.

The Fidgetts76 Elite's brand-new cat-and-mouse team.



Cosmic Spacehead 82 Codemasters hit the nail on the head yet again.

Battletoads/Double Dragon 84 The team-up of the decade. But who's the hardest?



Cool Spot finds himself at the bonus stage a huge bottle of 7-Up. Collect as many spots as you can within the time limit.



Toyland is a terribly dangerous place to be. The dreams of childhood become a nightmare when the toys start to attack.



In the background, a boat bobs gently in the water. In the foreground, Cool Spot dangles precariously from a bit of rope.



Despite being a hard whiskey drinker, Frank thinks Cool Spot

From Wirght

time to look at the design on the can? It's got 7-Up written

in big letters on it, with a

play. Great graphics, with smooth anima Dido, the line-drawn bloke with the baseball cap.) With all **Price**

is a real gas. ight, you've drunk 7-Up before, haven't you? But have you ever taken the

red spot behind the letters.

Well, that's Cool Spot. In America, this spot (with shades on) is used as a character in the 7-Up advertising campaign and is apparently very popular. (Over here, we get Fido this product placement, you might think that Cool Spot was another lame tie-in. Well, you'd be wrong, cos it's actually a stormer.

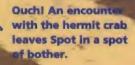
The Mega Drive game was pretty good, but the Super NES version manages to be even better. It takes the same format and tweaks it, fondles it gently and turns on the charm a bit. The result is a game that is much better than the original in terms of both graphics and playability.

No prizes for originality, though, cos this is another platformer. However, Virgin have taken exactly the right approach with this one.

For a start, they've got a great-looking character who bounces around with great exuberance. Just as importantly, the platform screens are bursting with variety - no two levels play in

exactly the same

Cool Spot can take advantage of the small bubbles he finds floating around to carry him up to higher levels.



This rather smart Walkman typical of the attention to detail to be found throughout the game.

Easy to control

and a lot of fun to

tion and vibrant

backdrops

Cool Spot makes his move

The animation on Cool Spot has to be seen to be believed. Feast your eyes on these lovely Disney-like frames.



Cool Spot walks!



Cool Spot jumps!



Cool Spot plays with a yo-yo!



Cool Spot shoots!



Cool Spot climbs!



Cool Spot hangs from a balloon!



Miss the lily pad and it's a watery grave for Cool Spot. This level is nasty!



Shoot the mouse before you climb any higher, or face nasty rodent-induced death.

way. In some bits you have to do lots of standard jumpy stuff, but other sections will have you climbing ropes most of the time.

The object is to collect the spots scattered through each stage. On Easy level you only have to collect 30% of them to finish the stage, but this figure increases when you

giant pop bottle.

adjust the difficulty. The stages are huge, but you won't see a whole stage unless you play the game on Hard level. Collect enough coins and you

The gameplay is superb - it's tough, but forgiving - and the controls are responsive and accurate. Cool Spot obviously underwent a great deal of play testing before it came anywhere near the shops, and it seems to have paid off.



enter a smart bonus stage Cool Spot looks down to see where he's going to land when he where you have to col- jumps off this airship. Looking around is always recommended. lect spots inside a Blind faith only leads to trouble.

Spot takes a tumble down the side of a deck chair. It's a dodgy business being tiny in a huge world - even everyday objects can prove lethal.

SNOTS The platform format is looking a bit jaded now, and Cool Spot has nothing new to offer

But by far the most impressive thing about this game is the graphics. The Cool Spot character is wonderfully animated, with lots of funny little sequences - one has him playing with a yo-yo, another has him cleaning his shades, etc. And the backgrounds

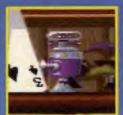
Cruel spods



Crabs: Brrr, bit nippy today, isn't it? Avoid those claws at all costs.



Cars: Race towards you at high speed and try to make you even flatter.



Robots: Jump out and blast you with lasers when you least expect it.



tion of villains from the game's rogues' gallery.

Spiders: These lurk in dark corners and then leap out and bite you.



There are loads of bad guys to watch out for in Cool Spot. Here's just a small selec-

Bees: Their random flight paths and big stingers will prove to be a real pain.



Fish: These hide in puddles, emerging to spit jets of water at you.

Dane says...

Isn't it lovely, isn't it precious, isn't it lovely, made from... Ooh, I got a bit Stevie Wonder there. Cool Spot does indeed look lovely and has some stunning animation, but the gameplay doesn't quite match its looks. It's still better than most platformers, but it's not that fab.



"Looks rather better than it plays"



Personally, I can't think of anything worse than being chased around a weird land-scape by clockwork teeth. But that's just me. You can probably think of something much worse. Like being chased by a giant aubergine. Or something.



Nee-nar, nee-nar! Hey, this is like London's Burning!

groovy soundtrack and some great sound effects and you've got something really special.

Well, yes. There's little in the way of inventiveness

to be found in Cool Spot. Most of the ideas, includ-

ing the basic principle, have been nicked from

elsewhere. There are plenty of platform games

around, and I, for one, am getting a bit bored with the whole concept.

The Mario games are fantastic, but

Is there anything bad to say about the game?



Cool Spot gets a bit bored and plays with his yo-yo.



After the bank job, Cool lies low on the Costa del Crime.

just defy description. The colour, detail and style will have Mega Drive owners chewing their nails in frustration and envy. Add to the lush graphics a However, if you already own the Mario games

However, if you already own the Mario games and are absolutely convinced that you want another platformer, you should rush out and get this one immediately. Although it's derivative, the superb graphics, well-thought-out levels and brilliant game design make it all worthwhile.

At this point, I must ask you to spare a thought for poor Mega Drive owners, who get a far inferior version of the game, and pat yourself on the back for having had the forethought to buy a Super NES.

Cool Spot

oks

• The colour, the animation and the detail will make your jaw drop

Sounds

• The tunes are funky and catchy and the sound effects are truly excellent

Gameplay 🖺 🖩 🖩 🗑 🗷 🗷

 Much better than the Mega Drive game, with better control and smoother play

Lifespan II II II II II II II II

 It really is a very large game, but play it on Hard level to see how big it really is

The bottom line

"The Mega Drive version was good enough, but the Super NES game is utterly fab (although not very original). Virgin's first Super NES game bodes well for the future"

Levels Plenty

Difficulty Medium

Release date ...December

Final score 92%



Shoot the cage to free your pal and finish the level. Hooray for Cool Spot!

SNES REVIEWS 26 TOTALI I ISSUE TWENTY-FOUR I DECEMBER 1993

Timeyoucameandsaurus.



£54.99



£27.99



£29.99

Going in to bat against the baddies

You can take out the bad guys in loads of different ways. Unfortunately, there are just as many ways to die horribly (see opposite).



Aero's most useful attack is the drill. It takes a while to get used to, though.



If you don't fancy drilling someone, you can throw stars at them instead.



Get on the unicycle and knock over anything that gets in your way.

Something in the air...

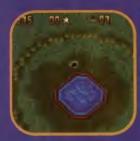
Get through the level (and collect the bonus token) and you can take part in the lovely Mode 7 bonus bit.



I'm scared of heights so I don't like this one very much. The idea is to land in that rather small puddle of water.



In this **Pilotwings** rip-off, you have to quide Aero (using his wings) through the holes to get loadsa points.



If you miss the water, you end up as a rather nasty hole in the ground. And it probably hurts like hell as well.



Oi, get off that swing! I want to



Prepare to be blasted upwards in the cannon - but make sure that you don't go up too far or you might hit some lethal little spike things.



The lovely Dane takes to the air with Aero, (We're all batty about her, ho, ho.)

here are loads of characters trying to achieve console stardom by starring in their own whacky platform game.

Some make it (Mario, obviously) and some don't quite get there (where are you now, Bubsy?). Software companies are constantly coming up with new and even more bizarre creatures in search of that elusive success story. The latest hopeful is Aero The Acro-bat, who's not

ony a bat but a bit of a circus star as well. Hence the title.

But if you were expecting this to be another stale, run-of-the-mill platform game, prepare to be surprised. It's obvious that a hell of a lot of imagination has gone into the making of this game. There is, of course, the standard kill-the-evil-doerand-save-the-world plot, which we don't really need to bother with. What you might like to know, though, is that there are eight levels for you to get through, each of which has a different goal and each of which is humungous. I can't

think of another platform game this spacious. But it's not spacious because there's platformer with loads of really nothing to do (like many big levels to play through. A other games) but because it's just so flippin' big.

As usual, each level is infested with baddies bent on causing you harm. Being a bat, you have a rather unique way of destroying them: you drill

them (of course). You can also throw stars at them

For Super NES (1 player)

From Sunsoft

Price £45



You may wonder what's going on here (yes, actually - FRANK). Sorry, no idea.



FLYERS

A clever and pretty

real challenge (for

a change)



Touch any of the numerous spikes in the game and you'll die instantly. It's a bit harsh, so watch out.



You can't jump or run into any of the bad guys in the game. If you do, you lose precious energy.



Jumping through fiery hoops is a tricky business. Make one little mistake and you're burnt toast.



We ran out of shots of Aero being killed, so we thought we'd show you one of him going through a door instead.



(if you've collected any), but it's much more fun to

jump in the air and drill them. You'll probably find this awkward to get the hang of at first, but after a few games it becomes second nature.

complex. When you hit a spike you die straightaway And that's it. There's instead of losing a bit of really not an awful lot more I your life can tell you about Aero The Acrobat. It's a platform game. You collect lots of things and then you play the next level. But although this is just another platform game, it's the way it's done that makes it so cool. There are plenty of things for you to collect, plenty of different baddies to destroy, loads of levels to get through and tough stage bosses to fight.

There's also a challenge. Yep, I said a challenge. Very unusual. Aero isn't invincible and you will get hit a lot in your progress through the game. You'll find lots of things which

you won't be able to handle at first and which will take you a while to work out how to beat. And with only three continues, you're going to have to get very good before you finish the game.

The graphics and sound are well programmed, and for once it seems that a software company has actually sat down and played a game a few times before releasing it. The difficulty level may annoy some people and the control system does take a bit of getting used to, but they

are the only flaws in an otherwise cracking game. DANE

Take a dive from the high springboard and then land in the water for some extra points. Be careful that you don't miss the water or you'll end up as an unpleasant bat-shaped splat on the floor.





DIVERS

Controlling Aero is

Release date December

Difficulty

Continues

..... Hard

Final score

A COPS A

Some lovely graphics. Great

tions of the characters

For Super NES (1 player)

Frank dons a titanium exoskeleton and heads for the distant future, with a smug grin.

obocop Vs Terminator puts you in the rather heavy titanium shoes of Robocop, who's on a mission to save

Earth from the threat of a computer-controlled future. How does he accomplish this amazing feat? By leaping about a bit and blowing things up with a big gun. Hmm.

The gameplay is standard jumping and

shooting, split up by a bit of Mode 7 stuff very



Robocop mounts the ladder to find himself staring into the barrel of a rather angry Terminator-type machine gun.

Price £45 From Interplay

reminiscent of the landspeeder section in Super Star Wars. There are weapons to collect and powerups to find, but it all gets dull rather quickly. The game suffers badly in comparison with the smart Mega Drive version and feels Y FLOPS Y a little amateurish (although it's

still far superior to Robocop 3). To be fair, the graphics and some of the sound effects are very

good. The Robocop sprite is perfectly

animated, but the Terminators look a bit more robotic than they actually should.

animation and faithful rendi-The real problems lie in the level design and the apparent lack of

> respect for good players. Things fall on your head without warning and some bullets are impossible to avoid. It's just a question of slogging

Agaargh! It's Ed 209, OCP's nasty robot with the big gun and the dodgy morals.



Robo may be slow, but he sure knows how to shoot

best. Sometimes it's impos-

sible not to get hit.



through each section again and again and learning the pattern in which everything happens.

This kind of gameplay was forgivable on the Commodore 64, but it's not on a Super NES.

Finishing the game will take quite some time, but not The gameplay is mediocre at because it's challenging or difficult, purely

because it's all far too frustrating and badly thought out.

All is not lost, though. Some of the levels are actually quite good fun to play and there are some nice touches. It's just a shame that the programmers paid more attention to how the game looked than how it felt to play.

Check this out if you love Robo and Termy with a vengeance, but otherwise FRANK give it a miss.

Looks

 Groovy graphics and gorgeous animation. The sprites are all pretty good

Sounds A complete lack of decent music and

some nice violent sound effects Gameplay E I I I I I I I I

 Enjoyable for a while, but it's too easy in some places and too hard in others

Lifespan II II II II II II II II

• It'll take some time to finish, but will you really want to? I doubt it

The bottom line

"There are many redeeming features to be found in this game, but sadly not enough to justify the asking price. You'd be much better off checking out Super Probotector instead"

Levels Plenty

Difficulty Medium Continues

Release date December

Final score



As you can see, these graphic artists like dark things.



Blow away the gun emplacements or die trying.



Robocop takes out a deadly gun-turret thingy.



In the future, things just get nastier and nastier.

FIGHT YOUR WAY TO



Ooh, I've fallen

For Super NES (1 player)

From

Price £45



it's all in

The improbably named Vincent Gilgamesh knocks seven shades of chainmail out of a big, bad boss.



Pah! Think you can stop me with that pathetic little shield?



He looks pretty 'armless now! (It's not too soon to sack you - FRANK.)



What do you mean, it's just a flesh wound - I've blown your head off!



Time. James can go forward in it, back in it, but still can't get to work on it.

he inhabitants of the planet Tirmat are trying to colonise Earth. They plan to do this by going back in time to sabotage the development of Earth's weapons. You play the only man who can stop them, Vincent Gilgamesh.

About the only original thing about Timeslip is the hero's name. (What kind of a name is Vincent Gilgamesh? Why couldn't he have been called Rip Macho or Tough Jones?) Otherwise, what we have here is a standard platform shoot 'em up.

sprites. No continues This game has a lot of problems. There aren't nearly enough power-ups, there are no continues or passwords,

A SLIPS

Boring, unoriginal and

not very playable - the game-

play is utterly linear. Poor

Undemanding arcadey feel, Decent music. Lots of bosses and a fair amount of variety

sure is never really on, and the gameplay is entirely linear - there isn't a single brain-taxing moment.

The sprites aren't very well drawn, but the backgrounds scroll smoothly. The in-game music is good, but some of the V DIPS V effects are lame.

If you don't expect too much from Timeslip, it will deliver in abundance. It's a bog-standard arcadey shooter

Robocop wanders

into a scene from

Hitchcocks's The Birds.

there's no timer, so the pres-

that could have been turned out two years ago.

It's as if Alien' never happened. JAMES

Looks

 Lots of dodgy little sprites, but some quite impressive bosses and backgrounds

Sounds

 Some decent music, but it's spoilt by some absolutely terrible effects

Gameplay 📕 🗷 🗷 🗷 🗷 🗷

 Easy to get into, but the controls on the speedbike section are tiresome

Lifespan 📕 🗎 📕 📕 📕 🗰

 If you buy this game in the morning, you'd better make plans for the afternoon

The bottom line

"A decidedly average platform shoot 'em up with no surprises to offer. There are so many better games of the same type out there that you've absolutely no need to buy this"

E Levels 5

Difficulty Medium

Release date ... December

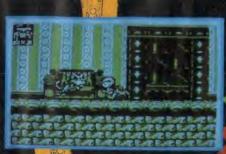
Final scor

TOTAL! ■ ISSUE TWENTY-FOUR ■ DECEMBER 1993



For over 40 YEARS he's been making us laugh... driving Mr. Wilson crazy! Now you can play the sling shot hero and join in on all his side splitting pranks. Dennis is his name and mischief is his game! So c'mon...





DENNIS is a tride so rark Retcham Enterprises, Inc.



MINGS UP ALITTEEN



OCEAN SOFTWARE LIMITED 2 CASTLE STREET CASTLEFIELD MANCHESTER · M3 4LZ TELEPHONE: 061 832 6633 FAX: 061 834 0650

Nintendo

ENTERTRINMENT



From this screen you can alter team formation, check out the abilities of your players and make substitutions during a game.



The referee runs about with the players, just like in the real game. The good thing about Virtual Soccer, though, is that if he's not on screen you can foul like crazy.



It's Poland against, erm... Now, which country's flag is the one with two red bars and a white one in the middle?

For Super NES (1-2 players)



Let's face it, the offside rule's a right pain in the butt. Still, it's realistic.

From Hudson Soft



Virtual Soccer has three different views to choose from, including this side-on one.



Chris Buxton has got two left feet and can't kick a football to save his life. So what better football game for a person with virtually no skill or talent than Virtual Soccer?

here are three types of football video game. There are the arcade ones like Super Soccer and Super Goal. There are the simulation games like Kick Off and Sensible Soccer. And there are the A FOOTIES A vintage comedy-duo ones like Morecambe And Wise's Wahey! Offside, Little 'Ern! Okay, so there are only two

unashamedly an arcade game.

Before I crack on with the review, I want to get a couple of things straight. I love playing a decent sports game and it seems that they succeed or fail on two things: control of

> the players and the view of the action. Virtual Soccer has not one but three different views of the action. There's a behindthe-goal, Mode 7 one (a bit like

Striker), a side-on, TV-style one (also in Mode 7)

Looks wonderful. The crowd noises are great. The two-player game is good fun types of footy game - arcade

and a top-down one (like the first one but without

England Scotland

There's no love lost between the Scots and the English. Our North-Of-The-Border representative, Frank O'Connor, takes on Blighty's brave champion, Chris Buxton, in the biggest grudge match since Bannockburn.

CHRIS: 'Come on, you Scotch wimp. I'll 'ave you. ENG-GER-LAND, ENG-GER-LAND. Er... England.'



FRANK: 'It's "Scottish", you Southern loser. And just which country lost 2-0 to Holland. Eh? Eh?

CHRIS: 'Ah, we'll see who's smiling at the end of 90 minutes, Jocko. Here we go, then, lads.



FRANK: 'At least we haven't got a manager called Graham. (We just haven't got a manager.)'

CHRIS: 'Ah well, at least half my team don't have ginger hair. Or baffling regional accents.



FRANK: 'No, your team's full of bright, highly articulate intellectuals like... Tony Adams.'

CHRIS: 'Hang on, we've started already. Oooh, I've kicked the ball out. Throw-in to you, Frankie.



FRANK: 'I'll give you ginger-haired. Catch this one in your face, you pale Anglo-Saxon Sassenach.'

ANALYSIS

المراوع Pulland

At the end of every half and of every match there's a full rundown of the stats - shots on goal, fouls, possession and so on. You can call it up at any time during a game.

Price £50



When you get a penalty the view switches to this TV-style close-up.

the Mode 7). The Striker-esque view is definitely the best - it shows you enough of the pitch to make passes but isn't so far away from the action that you lose all detail. The players are wellanimated, too, with lots of moves to choose from, including a pass, a volley, a push, a sliding tackle and a good FATTIES V

old boot up the park. Yes, Virtual Soccer's unbeatable computer opponent. A graphics are unquestioncrap league and cup set-up ably the best yet on any football game. The controls...

Well, that's another matter. In the one-player game tackling's a real pain. It's very tough to get the ball off an opponent and even tougher to

Oi, that bloke's miles offside! Come on, ref, are you blind?

0

keep hold of it long enough to make a decent attack. Passing is easy, but the ball always goes to a nominated player and there's usually an opposing

player in the way. There's not much subtlety in the kicks, either. Both passes and kicks only seem to go a set distance and the effect of swerving is minimal.

Play the game in two-player mode and it gets a lot better (probably because your opponent isn't as perfect as the computer) and actually

> becomes quite fun, if still a little limited in scope. My advice is basically to avoid this if you're going to be playing it on your own, but if you

arcade-style football and have a few mates to play against, it might be worth checking out.

Virtual Soccer

Looks

 Excellent Mode 7 pitch. The players look good and move well too

Sounds

 Good crowd effects, with different chants and tunes for each country

Gameplay 🛮 🗎 🗶 🛍 🗷 🗷 🖼

 Basic arcade football. Fun enough but a real pain in one-player mode

• The cup and league aren't up to much and even two-player games are limited

The bottom line

"Basic game with little finesse and an impossible one-player mode. If you want a good footy sim (and a great game) go for Striker or wait for Sensible Soccer"

- Levels 2 Final score
- Difficulty Medium Continues None
- Release date . Out now

CHRIS: 'Aha! I've got you now. Les Ferdinand, unmarked, in the clear, hits it on the volley... GOAL!'



FRANK: 'And don't think we've forgotten about Glencoe yet. Or all the oil you've pinched from us."

CHRIS: 'So, one up and near the end of the first corner. Oh, the tension.

No replays. An almost



FRANK: 'Or all our lovely whisky. Or television (which we invented). Or our scrummy shortbread." CHRIS: 'It's getting close to the end of the second half and the English have forced a free kick.



FRANK: 'And Taggart. And Sean Connery. And we've got the highest mountains in Britain."

CHRIS: 'What will it be: a curving shot around the wall or a well-worked training-ground combo?'



FRANK: 'Then again, we did get to inflict Sheena Easton on you. And John Gordon Sinclair.'

CHRIS: 'He shoots and it's there! Two-nil! Er, Frank, what on earth are you wittering on about?"



FRANK: 'And that Donald "Where's yur troosers" bloke, and the... Hoots! It's 2-0. I've lost! Doh!"

Luke goes skywalking

If you're finding Super Empire Strikes Back a bit daunting, here's a useful



little tip that'll let you grab a whole bucketload of extra lives. Hurrah!



On Hoth, soon after you've got the Tauntaun, dismount here (the second big crevice) and step off the edge onto an invisible platform, as shown.



You can drop down onto a lower set of platforms. Shoot, and two extra lives and power-ups appear. Die and repeat this trick to build up a stack of lives.



Just like in the film, Luke has to take out the Imperial walkers. Unlike in the film, he has to climb up on top of them and deflect their lasers back at their heads in order to defeat them.



Chris Buxton certainly has a Dark Side. He once used to press wild flowers.

he Empire Strikes Back - you've seen it, I've seen it, south-east Asian tribes that have just made contact with civilisation have seen it, so I'm not going to waste valuable words describing the plot. I'll just say that it's the one with the sad ending and the small, wizened creature with the funny voice. (like your date last night - FRANK).

Superb sounds, with the music lifted straight from the movie. Challenging gameplay

and lots of huge levels

City. Most of the time it's platforms all the way but there are a few 3D and 2D flying scenes to break things up.

My major gripe about Super Empire Strikes Back is that it's almost absolutely identical to its

LUKES A

The game follows the story of the film, starting with Luke riding around the icy wastes of Hoth and climaxing on Cloud

Okay, Luke, why don't you use The

Force? Just try and locate a

small, friendly robot...

For Super NES (1 players)

From JVC

Price £??

NTY-FOUR DECEMBER 1993



At the end of the game, deep in the heart of Cloud City, Luke fights Imperial bikers.

In the best pantomime tradition, Han Solo shouts, 'Behind you!' before blasting.



Before he can land on Cloud City, Luke has to defeat these twin-engined patrol ships.

predecessor, Super Star Wars: the same repetitive platform gameplay, the same seemingly endless levels and the same weak

flying sections. The platform levels all have the same basic format - the backgrounds and platforms are themed to suit whatever point you've reached in the plot of the film, as are the enemies. Once you've ploughed through each linear level you'll

PUKES The levels are far too samey and it all gets very repetitive. Restart points are few and far between

reach an enormous enemy. Who's usually rather crap.

Despite my whingeing, though, I don't want anyone to get the wrong idea about this game. It is very similar to Super Star Wars and the action does get repetitive, but it's still big and challenging

and the graphics and sound are luscious. It's just not very original. CHRIS



Take off in the snowspeeder and attack the probots.



After the probots, it's on to the small AT-ST walkers.



And then it's on to the big boys - the AT-AT walkers.

Super **Empire Strikes Back**

Looks

 Quite basic platform levels, all drawn from the film. Some appalling bosses

 It seems like the whole film score is here - magnificent! And the FX are great, too

Gameplay 🖁 🖫 🗷 🗷 🖫 🖫

Honest-to-goodness platform blasting

action. Bit repetitive, though

Lifespan II II II II II II II II

 A giant game, with adjustable difficulty levels. It should last a while

The bottom line

"Empire Strikes Back? Emperor's New Clothes, more like. This game's just a re-run of Super Star Wars. It's bigger but has exactly the same platform gameplay'

- Levels 20
- Difficulty ... Adjustable
- Continues
- Release date December

Final score



These are all the places you've got to visit (the red lines indicate the ones available).

Frankie's frantic antics

Frankie's a bit of an athlete, on the quiet. Here are just a few of his moves.



If in doubt, duck. way out, though.



Frankie's spectac-



This is a spin-kick,



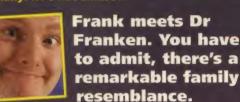
Ah, Frankie's

A SKILLS A

Frankie's a laff. The controls are easy and the game world is huge

Frankie gets hit one time too many. He's not amused.

×02



omen, huh? Useless creatures. So useless, in fact, that Dr Franken's girlfriend, Bitsy, has gone completely to pieces. In, er, rather a big way, actually - bits of her are now spread all around the world.

Frankie has decided to put her back together again. What a nice bloke. But to do it he's got to complete 20 levels set in different places across the

Oh, bum! This level's a bit

hot - stick to the platforms.



Bombs are not terribly

good news. Avoid them.

No passwords. You could play those early levels 100 times before you finish it

alobe, collecting both bits of Bitsy and assorted objects which will help him get to other levels. Dr Franken is a pretty standard arcade

platform game. On the plus side, the sprites are big and chunky. On the minus side, they're set against backgrounds that are sometimes less than brilliant. And the sprite animation is none too fabulous, either. Frankie moves and fights nicely, but the baddies aren't very impressive.

Each of the 20 levels is biggish and tricky - and you're up against a time limit, too. String them all together and you've got a huge game that's going to take you ages to finish, especially as there are no passwords (or continues), so to finish the game you'll have to play through every level in one sitting! And although they're

tough at first, once you know how to beat them they're just irritating as hell.

The sound is good and the soundtrack has a



Strange. What's Chris Buxton doing in this game?

frustrating, game, with a lot more good points than bad ones.

naturedness and you've got a decent, if

Dr Franken

terrific floor-shaking bass line. Throw in Frankie's

colourful taste in clobber and his general good-

 Variable. Some duff backgrounds and unexciting sprites. Otherwise, good

Loud and funky, Kind of Miami Vice meets The Munsters

Gameplay 📕 🗷 🗷 🗷 🗷 🗷

 Good but flawed. The platform action is fun, but the lack of passwords is a killer

Lifespan II II II II II II II II II II

 If it doesn't drive you mad first, you'll be playing it for weeks

The bottom line

"Dr Franken starts off duff-looking but gets funkier as you progress. However, with no passwords/ continues, how many times can you face playing those early levels?"

Levels Difficulty Hard Continues ... None

Release date December

.... 20 Final score

For Super NES (1-2 players)

From Elite

Price £45



Here's a bit of level 1, and just two - A somersault-kick is the only way of the nasties you'll meet,..

to take on Mr Propeller-head.

Watch out for this bloke and his cleaver. Fortunately, he's a bit thick





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HAND-HELDHEAVEN

DREAMS

Brilliant - Amazing - Lightning Fast Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment.

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.



"Easy to play, but difficult to master", Tesserae consists of a variety of mosaic tile patterns which have to be cleared by flipping one tile over another in a series of either vertical, horizontal or diagonal moves. Strategically plan your moves to find the fastest and easiest way to clear the board without flipping out.



Take on the role of young Brian. Hack and slay your way past hundreds of weird and wonderful adversaries as you strive to track down and defeat the 8 bloodthirsty apprentices of Loki. Your quest will take you through 8 terrifying worlds which contain unknown villages, strange forests and boiling lava fields.

Numerous lethal traps are scattered around the terrain to thwart your foreseen quest.



Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes.

Intelligence was bottom of the evolutionary list and boy did it show!!!

In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.

Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.

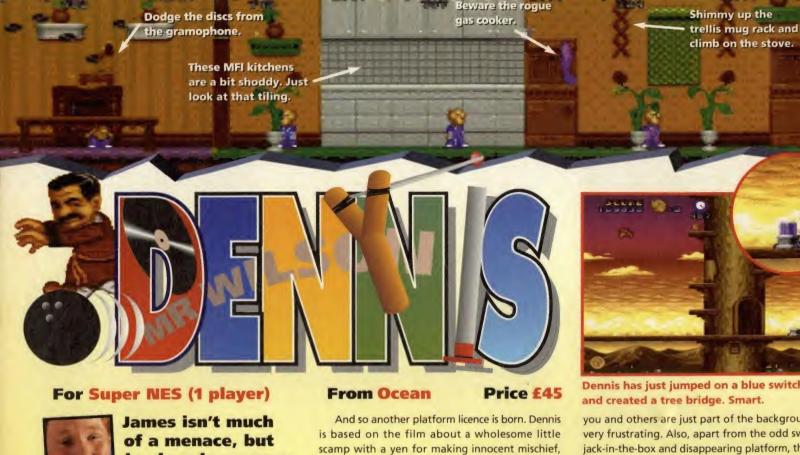
With Gametek's Humans the only missing link is you!!













he does have some rather offensive ginger hair.

icture the scene. A team of top programmers, artists and creative types gathers at Ocean's offices to discuss the development of Dennis. A voice pipes up: 'Hey, I've just had a brilliant idea. Why don't we make a platform game?' Everyone cheers and goes for lunch.



that demolition ball.



This is Dennis's home turf. I wonder where the McDonald's is.

SNES REVIEWS (40)

which was itself based on an American cartoon strip. It's got absolutely no connection with that stripy-shirted juvenile delinquent from The Beano **DENNISES**

Challenging gameplay and some beautifully detailed (more's the pity). The game starts off in a chocolate-box suburban house, graphics where Dennis has to avoid obstacles and collect big gold coins. After collecting all the coins in the house, the litle tyke can escape into The Park, where he has to avoid more obstacles and collect more gold coins. The third stage has Dennis standing on a chariot, being dragged by a ginger

dog. You have to keep up with the scrolling screen and jump to avoid obstacles. And collect some more coins.

As you may have gathered, Dennis is not a game

that will go down in history on account of the variety of its gameplay. Not only that, but the seemingly random way that some platforms will support



Dennis has just jumped on a blue switch

you and others are just part of the background is very frustrating. Also, apart from the odd switch, jack-in-the-box and disappearing platform, there's very little interaction to be had with the scenery. If cats can bounce up and down on the

bed, why can't Dennis?

The music is decent enough, and there is some good sampled speech, if a bawling American kid screaming 'Meester Wheelson' is what

you're looking for. Most of the game is graphically pleasing, with the bonus of an enormous Walter Matthau sprite who gives

chase and carries you off when he catches you. Unfortunately, though, much of the collision detection is

pretty abominable. Dennis is quite fun, but

the concept is unimaginative and the gameplay is too linear. There are a few nice touches, but they're wasted on such an unoriginal game. And there's not a slip-JAMES pering in sight.

MENACES

Yet another tiresomely unoriginal platform game. Why do they bother?

Looks

 Okay graphics, with detailed backdrops, marred by dodgy collision detection

 Some flash samples and jolly tunes which, sadly, can't be turned off

Gameplay II II II II II II II II

Starts off very tricky, but does get easier. The controls aren't particularly responsive

 Once you've completed a level it's unlikely you'll ever want to play it again

The bottom line

"A platform game has to be really special to deserve a decent mark these days. Dennis is remarkably unspecial. It's not a bad game, exactly – it's just far too unoriginal"

Levels Oodles Difficulty Medium

Release date .. Out now

Final score

TAKES AGES







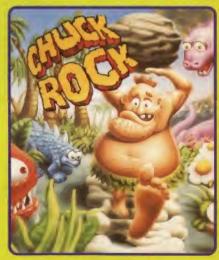


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VIDEO GAMING'S BEST LOVED HERO BELLY-BUTTS AND ROCK-TOSSES HIS WAY THROUGH FIVE PREHISTORIC WORLDS.









This convincing bat-type thing has just massacred half my group. I knew I should have just run away.

A winged, talking white horse from the RPG cliché stable. Hoo-ray for fantasy!

For Super NES (1 player)

James Binns finds a lot of roleplaying but not much

might or magic in this old-school RPG which conjures up memories of the bad old D&D days.



From Elite

Completely pointless and tiresome dice-based combat.

Price £45

More fantastically dull fighting. Go on, 'ave 'im (yawn).

ight And Magic 2 was originally released in 1988 for the PC. Now it's finally arrived on the home console market. Was it worth the wait?

> MM2 is the usual RPG romp in which you have to wander around bashing baddies and collecting spells. You control a team of characters, consisting of hermits, knights, orcs and various other fantasy favourites. Check out the strengths of the preset characters or

roll the electronic dice and create your own. The game world is huge, but the gameplay never varies enough to make you feel anything of consequence is happening. The token graphics in the 3D window are outdated and jerky - it's best to stick to the on-screen map to navigate. The most interesting moments come when other characters pop up to give advice, sell you stuff, or, more often than not, attack you.

Fighting enemies brings back tedious memories of dice-rolling from the sharp-pencil school of roleplaying, with lots of slow, drawn-out attacks where

usually hopelessly outnumbered by hordes of zombies or whatever.

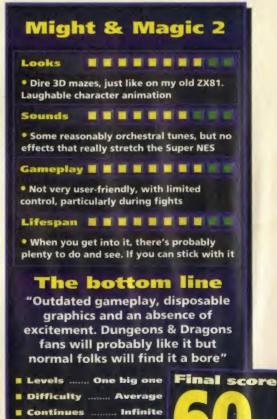
If you're not an RPG fan, the fighting routines and the lack of pace will appal you. Stick to Zelda or The Lost Vikings if you want some action with your fantasy. JAMES



Now, I'm pretty certain there weren't any babes, er, beautiful young ladies like this in the game. A bit of a shame, I'm sure you'll agree.







Release date December

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91% - TOTAL "It's a brilliant racer..."

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with
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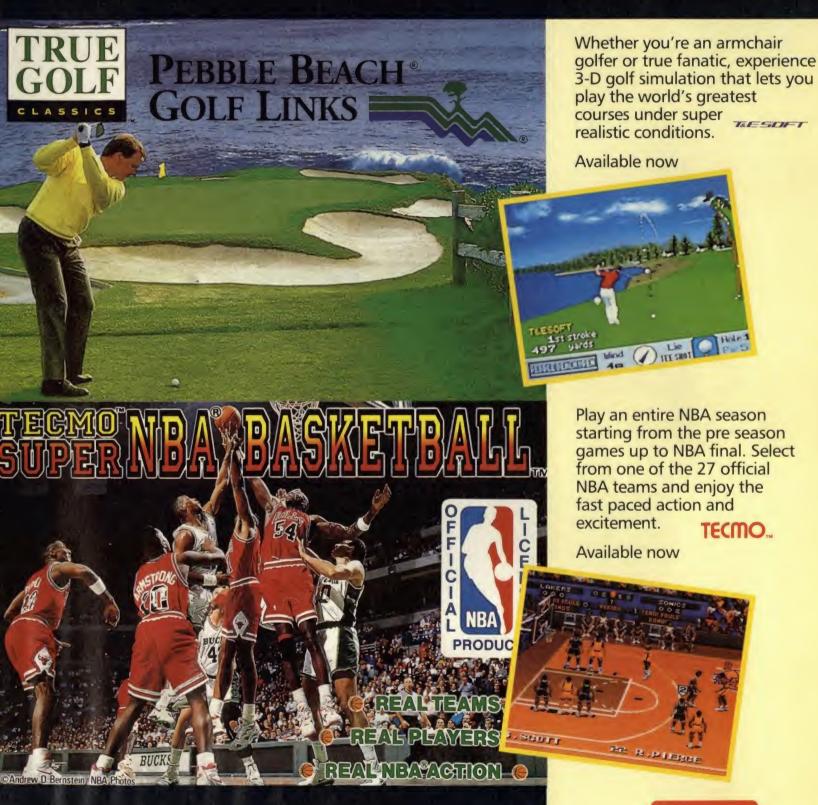
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Shoot the portal in order to gain access to the mainframe.



Try to stay between the coloured dots or you'll crash.



This is Jobe - he's retarded you know. (He sure can mow a lawn, though.)

This section scrolls vertically and you simply blast everything you see.

awnmower Man, the film, came out ages ago, and it wowed everyone with its spectacular computer graphics. Everyone thought a game based on the film would be a bit special, and now it's finally appeared. So how does it shape up?

Well, the plot is all over the place. This is largely due to the fact that the game is actually based on two movies, Lawnmower Man 1 and Lawnmower



For Super NES (1-2 players)

The tale of a retard who achieves great power thanks to computer technology is appropriately reviewed by Frank O'Connor.

huge levels

Man 2. Never heard of Lawnmower Man 2? That's because it's not even finished yet. As you can imagine, this is rather confusing.

You control one of two people (or both in two-player mode): Dr Angelo and a LAWNS blonde girl who didn't appear in Some unbelievable use of

the first movie. Both characters are armed to the teeth and very athletic. Your first task is to blast through some scrolling platform-based landscapes, trying to find input/output

ports. These are big floating portals in the sky which give you Mode 7. Great tunes. Masses of access to the smart 3D

levels which make up the meat of the game. You fly

through these levels, either navigating an assault course or blasting baddies.

The final objective is to get into a huge computer system and do battle with Jobe (the Lawnmower Man of the title), who has trans-



This is the penultimate level. Strap yourself into one of those round contraptions and prepare to battle Jobe. Eek!

ot shots and

On some of the 3D sections you're armed with a huge gun with which to blast the nasty robot acum. You zoom through the surreal landscape, dodging r walls, but stop dead when ou arrive at a fortress. Robots then peer over the wa ake pot shots at you.

robots into kingdom com which is easier said than done. Your hero has a particle mean intum problem and you temporaliss almost at. It all comes down to timing and anticipation of where the robots are going to appear next. Once you've destroyed five robots, you can move on to the next fortress, still dodging bits of landscape.







From Storm

formed himself into an omnipotent super-being. As you may have guessed, he's a bit hard. Just getting to him will take quite some doing, but actually finishing him off is next to impossible. Still, you've got to laugh, eh?

The graphics on the platform sections are well drawn and animated, but they lack any colour detail or imagination and just end up looking very odd.

The 3D sections, however, look utterly stunning, with near-perfect movement and jaw-dropping effects. Although it looks as if the 3D is done with polygons, it's not. Storm won't say how it's done, but we reckon it's made up of parallax layers of Mode 7. Anyway, it's all big, chunky, slick

and generally brilliant. There are

also loads of lovely digitised movie pics, and the music ain't bad, either.

YAWNS Very loosely strung together the platform sequences gel badly with the 3D bits



Dodge the pillars and blast the oncoming, er, pillars. Watch out for hidden surprises.

Playing by

At certain points in the game the emphasis shifts from frantic blasting and flying to a bit of brain teasing. You're presented with a panel showing different shapes or numbers and you have to shift a few of them around in order to complete a logic puzzle. (It's a bit like that Mensa test you see in newspapers all the time where they ask you to find a common factor.) Once you've figured what the first number or shape is, the rest of them are easy.



This IQ test was far too tricky for m and my brain exploded. It blimmin'

Lawnmower Man has loads of nice ideas, none of which is exploited properly. The programming is superb, but it's let down by the general mediocrity of the gameplay. A sequel is on the way, so let's hope the programmers learn something from this.

Lawnmower Man

 The platform sections are nice enough but look terrible compared to the 3D bits

 Both the tunes and effects are competent but unremarkable

Gameplay III II II II II II II III

 Nice and jolly but often too difficult, and the platform sequences are tedious

Lifespan H H H H H H H H

 A vast and challenging game, but it may prove annoying in the short term

The bottom line

"A potentially superb but ultimately badly flawed game, with interesting graphics but an odd mixture of genres which don't hang together very well"

- Levels 30+ Final score Difficulty Hard
- Continues Release date December



Managara Running through the caverns at high speed is not a good idea.

T PLOPS

It's yet another platform

game. The repetitive

nature of the gameplay

may put you off

Plok gets a big hand (hee, hee) from an end-of-level boss.



Plok has bulging eyes, silly clothes and no hair. And so has Frank. Funny, that.

hat the hell is Plok, that's what I'd like to know. He's ugly, that's for sure, but apart from that he defies all attempts at classification. The only way I can describe him is as a sort of robotic elf with his hat pulled down over his head. Anyway, whatever he is, he's the star of this game, and that's all you need to know.

Strange as Plok looks, his main method of attack is even stranger; he throws his arms and legs at the bad guys. This all sets the scene for one

of the weirdest games you'll ever set eyes on. Plok has to defeat the evil Flea Queen (a giant, fat flea) and recover his valuable flags. To do this, he has

For Super NES (1 player)

to run, jump and blast his way through a heavily surreal kingdom (or queendom, if you want to be

pedantic). It's like Sonic The Hedgehog in many respects.

As you race through the levels, you're confronted by all manner of crazy creatures. Most of these can be blasted out of the way with ease, but some can't be killed and have to be avoided. Plok starts off armed with his own limbs, but can

power up his arsenal by collecting suits. These endow him with a shotgun, rockets, a flamethrower and other, less sensible, weapons.

The gameplay starts off simple and gets more complicated the further you progress. Although the early

levels just require

From Nintendo Price £40

on the later ones you have to drive vehicles, choose

locked doors. This is where the game really starts to get interesting. On some levels you'll be scratching your head for hours trying to figure out what to do next. This can get frustrating, but it's better for a game to be too hard than too easy.

the correct power-ups and open

Graphically, Plok is something

of a treat. The surreal backdrops and sprites are some of the best ever seen on a Super NES and will certainly make jaws drops. The music is fantastic, too. In fact, it's utterly, utterly brilliant. It's almost worth buying the game just to hear the blues intro music

All in all, this is a fabulously presented plat-

former. It may get repetitive after a while, but apart from that it's not too shabby at all. FRANK



PLOKS A Imaginative graphics,

The graphical presentation of Plok is beyond reproach. With this kind of talent at Nintendo's disposal, we can look forward to some superb games in the future.



Check out the crazy backgrounds and the insane sprites. Aaaaaaargh!

Plok has a spot of bother with a unicycle and a funny red helmet.

PLOK

 Wonderful animation, outlandish backgrounds and some well weird sprites

Sounds

 Great tunes and some very suitable and mighty amusing sound effects

Gameplay 📕 📕 🗷 🗷 🛍 🗷 🗷

 All the usual platform stuff, with very responsive and pleasing controls

Lifespan II II II II II II II II

 Although the game is very big, you may find it a wee bit dull after a while

The bottom line

"A fabulous-looking but ultimately limited platformer which makes up for in charm what it lacks in depth of gameplay. A game with that elusive feelgood factor"

Levels Loads

Difficulty Medium Continues Infinite

Release date December

Final score





For Super NES (1-2 players)



James reckons he's tough enough to take on the world's hardest fighters. We don't.

HEROES

people can play

ow, if you had invented a time machine, what would you do with it? Try to avert a war? Go back and meet Some smart sprites. Nine Socrates? Find out who was different fighters, with loads going to win next year's of special moves. Um, two Derby? No, of course you'd get one of your hard mates round and send him through time and space, beating up anyone who reckoned themselves, to find out who was 'ardest.

Well, that's the storyline of World Heroes, You get to control one of nine fighters and have to travel through the ages, taking on all comers. Once you've fought the other eight characters in the game, you take on the boss, the Terminator-like Geegus, who can morph into any of the other players.

The action takes ZEROES place against some Dodgy controls, terrible sound and jerky animation. fairly standard and The gameplay is too linear uninspiring backgrounds. The sprites look and limited fine, but they move far too jerkily, with shocking slowdown and some dodgy collision detection. The sound is poor. too, with a few incoherent speech samples and horrific music, which you can't switch off.

From Sunsoft

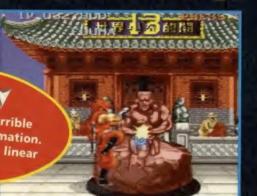
Price £45

I strongly recommend that you stay away from the easy levels if you fancy a challenge. On my first ever game I waded through all the fighters. defeated Geegus and completed the whole thing! Now, that's what I call easy! There is a two-player option, though, which lets you and a mate play any character, including identical fighters, which gives the game a slightly longer lifespan.

> World Heroes has some redeeming features but is ultimately disappointing. The inclusion of

> > Death Matches - where you can fight in arenas with spiked walls, mines, flaming ropes or electricity cables around them - is a good idea, but this doesn't have

the graphics of Mortal Kombat nor the sheer thrill and playability of SFII. I wouldn't give it house room. JAMES



In the bonus section you sculpt a statue by kicking in a rock. Hmm.



Fiery death occurs during a top wrestlefest. Should have worn asbestos pants.

World Heroes

Looks

 Not bad, but the backdrops are crap and the sprites aren't smooth enough

 Diabolically monotonous music. Useless, incoherent samples

Gameplay 🔣 🖼 🛍 📕 🔛 📟 📟

 You never really feel like you're in control of a lean, mean killing machine

It's too easy to beat all the baddies. Slightly more exciting in two-player mode

The bottom line

"A beat 'em up which doesn't even come close to Street Fighter, or even Mortal Kombat. This has no chance of succeeding against such tough competition"

- Difficulty Medium
- Continues
- Release date December

Final score

My name's James and I'm glad to be ginger!

Right, I've had enough of having the mickey taken out of me for having ginger hair. I'm feeling mean!



For a start, my hair's red, not ginger.



Oh dear, I seem to have been squashed.



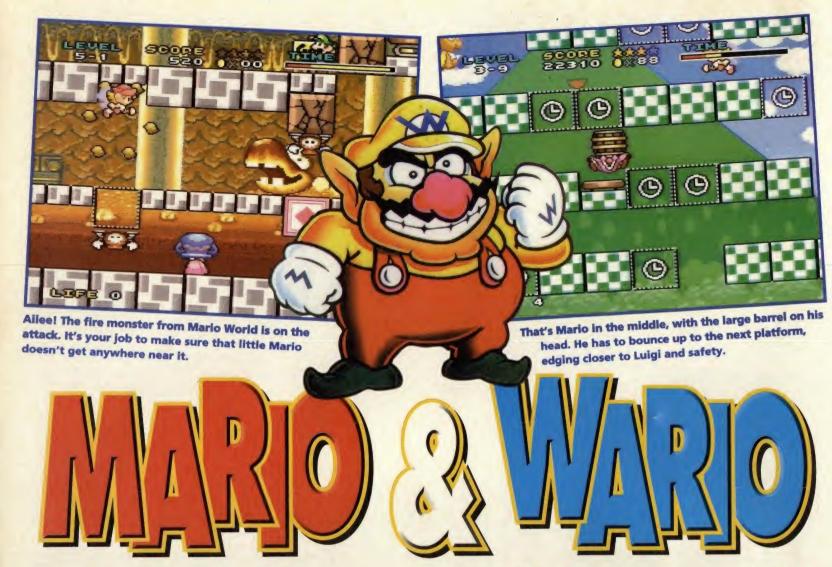
Now, that's more like it. Take that!



Mmmf! I'm winded! Hey, lay off, will you!



That'll teach you to call me names, Frank!



For Super NES + mouse (1 player)

From Nintendo

Price £40

Wario keeps dropping hats on Mario. The fiend. Usual stunning Nintendo Frank goes to presentation. Great ideas. the rescue.

ario is Mario's archenemy. His idea of extreme nastiness is to

drop hats on Mario's head. Mario can't see as long as the over-sized headgear is stuck on his bonce, so he just wanders around helplessly.

Mario & Wario is a bit like Lemmings. You control a fairy and have to guide Mario safely to the waiting arms of Luigi. Using the

Super NES mouse, you can change the direction Mario walks and destroy or create blocks. Mario

MICE

climbs ladders automatically and falls down holes if you don't stop him. There are power-ups to collect and nasty critters to deal with, but the basic gameplay doesn't change.

Some original features The graphics are fab, the sound

is excellent and the mouse works perfectly, but it's all far too simple. An experienced games player should complete this first time. Shame, really, because this had the makings of a classic. Small kids may like it, but adults

> will soon grow bored. FRANK

> > 54 SE 14 SE



Looks

 Superlative cartoon graphics and animation, but lacks variety in places

Sounds

 Crazy Mario-style tunes and amusing sound effects drive the game along

Gameplay 📕 🖫 📕 📕 📕 🖫 🖷

 Virtually faultless. It grabs you by the throat and keeps you playing for hours...

Lifespan 🖫 🗷 🖫 🗷 🗷

... But that's exactly how long it takes to complete - a few short hours

The bottom line

"Potentially world-beating stuff, but let down badly by an incredibly low difficulty grading. Its simplistic strategy gameplay may keep small children amused, though"

- Difficulty ... Easy-peasy
- Continues Infinite
- Release date December

Levels Loads Final score



Princess Daisy is easy to save, because she's very, very slow (a bit like James).

LIFE 2

Princess Daisy could end up smelling of fish if she's not careful.



WING COMMANDER ESECRET MISSIONS

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'It's fast and rarely short of action'

Game Zone

'Very Very playable....an excellent concept and well portrayed'

Super Action

'Fans of this style of game shouldn't be disappointed'

SNES Force

'With new movie-like scenes between missions, not to mention a wider range of ojbectives, this game will definately be worth checking out for Wing Commander Fans'

Super Control

Scores: **Power Unlimited**

Game Zone **SNES Force**

85% Super Action 83%

NMS

82%



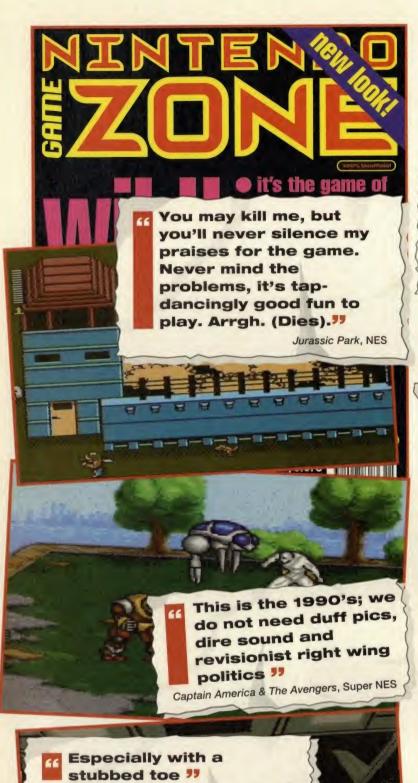


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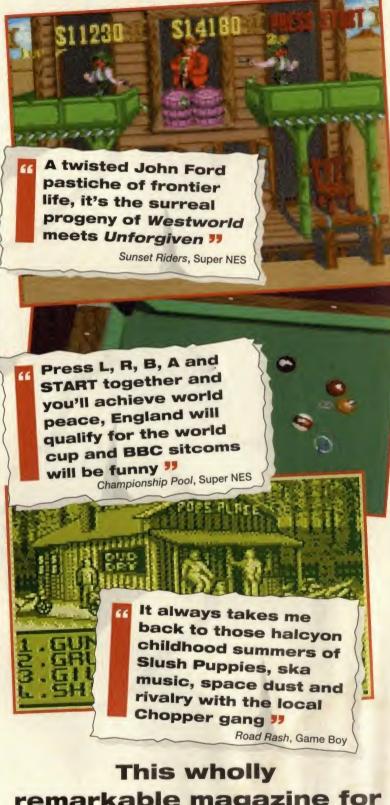
72%



CA







This wholly remarkable magazine for Super Nintendo, Game Boy and NES owners is

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from the makers of





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Although Game Boy and NES owners everywhere will be familiar with Mega Man's baddieblasting antics, the robotic hero has, amazingly, never seen the inside of a Super NES. Until now. Prepare yourself for Mega Man X...

> And now Mega Man is set to star in his very first Super NES game: Mega Man X. TOTAL's US correspondent, Neil West, sneaked into Capcom's US HQ in Silicon Valley to take a look. While attempting to leave the building through a bathroom window with a Super Street Fighter II coin-op under his jacket, he met Capcom's Scott Smith.

NW: Er, so then, Scott. Tell the TOTAL readers about Mega Man X.

SS: Mega Man X takes place in the future long after all the other Mega Man games. A scientist called D Cain is on an archeological dig and uncovers the remnants of Dr Light's laboratory (Dr Light is Mega Man's creator). In the lab is a capsule in which he finds Dr Light's latest prototype, called X. Dr. Light had died before X could be tested properly and so it was never established as to whether he could safely be let out into society

or not.

NW: What happens next? SS: Dr Cain frees X, realises how advanced he is, and decides to build some more. But he doesn't have quite all the plans

and doesn't understand all of the systems, so after this army of robots, called Reploids, have been introduced into society they start to go haywire. Led by the chief robot, called Sigma, a group of highly powerful police robots decide that



Capcom have really gone to town on the background graphics of Mega Man X - just check out the attention to detail! All this and it still retains the feel of the crusty old NES version. Genius, pure and simple. And good drawing.

ention the name Capcom to most Super NES owners and they'll probably think, 'Street Fighter II' or, 'Chun Li's knickers', erm, or something. Ahem. But Capcom are equally proud of another series of games, starring a robot-warrior called Mega Man, which started off on the NES years ago. Any NES or Game Boy player "The high standard of will tell you that each Mega Man gameplay has helped Mega game (and there has been a Man remain one of the most grand total of five on the NES popular game characters" and four on the Game Boy so far) features excellent, non-stop robots 'n' platforms

shoot 'em up action. It's this high standard of gameplay that has helped Mega Man to retain its position as one of the most popular game characters in the USA since the Nintendo scene began.



Mega Man races through the streets of a futuristic city, hell-bent on avenging himself on the nasty Dr Wylie. The Mega Man sprite is wonderfully animated (unlike the rather basic NES version, which had about three frames).

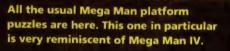


younger kids but it also

appeals to the more advanced

games player"

Mega Man is armed to the teeth, in this case with heat-seeking thermonuclear death missiles. Nasty



they are superior to humans and start to take over the world.

NW: Oo-er.

SS: Known as Mavericks, these berserk robots need to be stopped. So X decides to go after them.

NW: Hooray for X. So now the platformjumping, robot-shooting, metalfatiguing, bolt-bothering action can begin. So then, Scott, how does the gameplay of the Super NES game differ

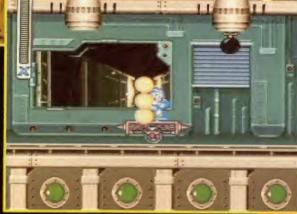
from that of Mega Man's previous appearances?

SS: This time there are various power-ups left around the area that X can pick up. At the start X is no match for the robots - he keeps getting his butt kicked, but if he can find these power-ups he can get new body armour, new

helmets, a power-up for his Xbuster gun and an acceleration system that enables him to run as well as walk. Apart from that, though, we tried to keep the rest of the game similar to the original formula that's been so popular.

NW: Are you confident that Mega Man on the Super NES will be as successful as the Mega Man series has been on the NES?

SS: Oh yes. All the Mega Man games have been very popular in the US – I'm not sure about how



Mega Man takes a ride on a fast-moving trolley. Little does he realise that this ride will take him straight into the waiting arms of a boss.

> well they've done in the UK - and we're confident that it will do well.

NW: Why do you think he's so popular?

SS: Because it's on the border: it's a good game for younger kids because they like all the robots, but

it also appeals to the more advanced games player because the games have always "It's a good game for

offered a tough challenge. So

it appeals to two different groups at the same time.

NW: And if the guys at Capcom can

continue the good work they've

done so far, then it looks as if the fast, fun and frantic action that is Mega Man X will be just as popular as all the other Mega Man games have been. We'll bring you a full review just as soon as we can.



Mega Man: the Rock and Roll years

So, where did Mega Man come from, then? Well, the original Mega Man series started off on the NES. Mega Man's real name is Rock, and he was a domestic robot invented by a guy called Dr Thomas Light to perform useful tasks ariound the house - do the washing up, make him breakfast in bed, etc. Dr Light also invented a sidekick robot called Roll, so there was one robot called Rock and another called Roll, Hilarious, eh?

Dr Light then set out to create some industrial robots, but what happened is that his assistant, Dr Wylie, stole the robots in an evil bid to take over the world. In order to combat the mad Dr Wylie's scheme, Dr Light had to transform Rock into the robot known as Mega Man, an altogether meaner specimen than his previous incarnation. In the process, Roll kind of got left behind and he's now just a background character - like Robin to Mega Man's Batman, if you like.

So, ever since then Mega Man has dedicated his life to thwarting Dr Wylie's world-domination scenario. In each new adventure Dr Wylie painstakingly creates more robots, only to have them summarily destroyed by Mega Man. Which, if you think about it, is kinda sad.



He's blue, he's hard and he's on your Super NES early next year. Look out for him in TOTAL soon.

DECEMBER 1993 ■ ISSUE TWENTY-FOU

Femmes fatales: 'I'll scratch your eyes out!"

There are few things more, er, interesting than watching girls fighting. So you can't blame TOTAL for delivering what the punters want to see: Chun Li taking on new girl Cammy in a thigh-crunching scrap. Except, of course, that these are no ordinary girlies and are actually just as tough as the men. Capcom reckon that Cammy is actually one of the hardest characters in the game - as long as you know how to play her properly.



Old Chunners looks a bit stiff compared to the spunky British lass. Go on, 'ave her!



Cammy starts off by showing Chun Li just what she's made of with this daring move.

Exclusive! Super Street Fighter II is the hottest coin-op in the world and it's coming to your Super NES in 1994! So what's new in the game? As always, TOTAL's here to give you the lowdown!

By Neil West, TOTAL's USA and Jacuzzi Correspondent

OTAL's Neil West spoke exclusively to Dave Winstead, president of Capcom USA, the company responsible for Street Fighter in all its incarnations, to discover just what Super Street Fighter II is all about.

Neil: Firstly, just to clear things up, Super Street Fighter II isn't Street Fighter III, right? Dave: Right. SFIII is a different project that we're not sure about yet, but I can't see it happening for a couple of years.

> Neil: So this is the last of the Street Fighter II series for the foreseeable future? Dave: For now, yep.



Get the first attack in and you'll score bonus points.



Kick boxer Dee Jay draws first blood against Ryu.



Ryu's two-hit combo downs Fei Long and earns a bonus.

Neil: So what's new? Let's go through some of the changes. Aside from some cosmetic graphical alterations (all the characters' portraits have been redrawn - and dead smart they look, too) and some completely new sound effects, the most obvious enhancements come in the form of four new characters. Talk us through them, Dave. Dave: T. Hawk is a Red Indian, fighting to get his ancestors' lands back from Bison's gang. Cammy is a British girl secret agent (with great legs, it has to be said - FRANK) on a mission to destroy Bison's Shadolu

organisation. Dee Jay is a

Jamaican limbo dancer/kick

of rhythm. Lastly,

boxer/musician travelling the

world looking for a new form

Fei Long is a Bruce Lee clone from Hong Kong who's achieved his ambition of making it as an action-movie star but who now wants to prove himself as the world's greatest fighter.

Neil: So, back to the drawing board. But these new characters aren't the only changes, right? Dave: Yes, a lot of the original characters have new moves as well. Chun Li's fireball is now

accessed by a Sonic Boom motion instead of a fireball motion, and she's been given a new roundhouse kick for opponents coming in close. She can also hit people twice with the chest kick, which is good for combos.

Blanka has a new type of jumpball which is designed to go over a fireball, Dhalsim now has a stunning fireball using the jab, Zangief has a double-hitting spinning piledriver -

he throws you into the air and then slams you - and a dashing piledriver which is accessed away



There's no stopping Cammy now, as the tough chick goes in low with some kicks.



And before you can look round, it's all over. Cammy gives us a winning look.

I say! First it was Chun Li's knickers and now it's Cammy's, erm, combat boots.

Dee Jay lashes out with an impressivelooking uppercut. Doesn't the Chinese stage look fab now?



25101 AAA

from an opponent by a 360° on the joystick with any kick button. He's also got a third new move which is the addition of a second airthrow, so it makes a difference if you use fierce or roundhouse when you're in the air.

Neil: And there's more...

Dave: Uh-huh. Ryu has a flaming fireball accessed in a Dhalsim flame motion which will stun at far range or knock down an opponent at close range, and Ken has a Flaming Dragon Punch.

3250

Mexico-based T.Hawk 'perfects' Ken with one of his special moves. Ken really should have thought twice before buying that yellow fighting suit, shouldn't he?

Neil: So why were these changes incorporated? Dave: To give the characters more of an equal ability. Some characters were having problems matching the others so they've been ramped up to make it more of an even challenge. Some were powerful enough already, so they really didn't need any beefing up.

Neil: This is on top of the tweaking and adjusting that Champion Edition attempted. You still felt that more fine-tuning was needed?

> Dave: We realised from both ourselves and from the games players that there were still imbalances even after the work done for Champion Edition. We spent a lot of time walking round the arcades, watching players and figuring out who's the most powerful. From this research we set to work and decided who needed beefing up.

Neil: Other changes are the bonuses that players can earn during each round. Dave, explain what each bonus is and how you earn it.

Dave: Well, there's a First Attack Bonus which awards points to the first player to get in a hit. Then there's the Reverse Attack Bonus. To earn this you have to aggressively combat a special move targeted against you, for >

Ryu in ya face!

One of the most impressive things in the new coin-op is the intro sequence, with a full-sized Ryu exploding a fireball in your face. This won't be in the Super NES version, but there will probably be something equally outta sight.



Ryu lies in wait, brooding in the shadows.



The lights come up and there he is. What a poseur.



Suddenly, he moves his hands and launches...



... An eyebrow-singeing fireball right in your face.





The new-look Super SFII Player Select screen is getting pretty crammed now, with 16 characters and countries to choose from.

example if someone were to throw a fireball at you and you Punch through it, or you jump over a fireball and get a hit in. **Neil:** So just avoiding it isn't enough?

have to get a hit in QSound system to



Not satisfied with new Dave: No, that's no characters and graphics? good – you actually Well, Super SFII uses the

yourself. Then there's enhance the audios too. the Recovery Bonus if you manage to shake out of being dizzy before you get hit.

Neil: Isn't that just luck most of the time?

Dave: Yeah, most of the time it is. Then finally there's the Combo Bonus for a fluid sequence of two or more attacks in succession.

Neil: Why bother with these bonuses? Surely most games of Street Fighter II are played in two-player mode and then no one really cares about the score, it's just a matter of who wins.

Dave: True, but certainly in California a lot of people notice the Combo Bonuses big time. It's kind of become an art to see how many hits you can get in. Also, the message on screen actually verifies the fact that you got a combo to your opponent and rubs his nose in it a bit more, so that's cool. Also, if you're a player who can finish the game in one-player mode you've now got the chance to go for more points.

'So when do I get to play it?' is probably the question you're asking. The great news is that while Super Street Fighter II may only reach a few arcades before Christmas, the chances are that this time next year you'll probably be playing it on your Super NES! TOTAL will keep you informed of what Capcom have got in store for you, but in the meantime check out your local arcade

for what is easily the best Street Fighter II game yet.







Cammy

Dee Jay

Fei Long

The faces change but the game remains the same

Not only are there four completely new characters in Super Street Fighter II (there they are, up there) but all the other characters have been polished as well. Just look at the four fighters below to see how SFII has sharpened its style since the first game.

SFII

SFII Turbo

Super































Intense gameplay action straight from the No. 1 arcade hit.

PAL VERSION

- One and two player options.
- Two player simultaneous play.

AVENGERS ASSEMBLE! Team up with CAPTAIN AMERICA and the Avengers for the greatest Super Battle EVER.





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Get the laser rifle in Pang and your task's a whole lot easier.



ANKOR WATT THE

imple to play. One

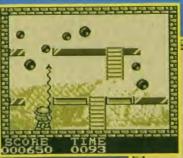
of those games that's

you're bored. Nice

two-player link

option

There are 40 stages in the game, spread over 17 different cities around the world.



like there was on the

Super NES. The bloke

you control is too big.

Collision detection

is ropey

This level should be a cinch - stand here and vou can take 'em all out in safety.



Pangman is knocked out by the

Bubbles are lovely, bubbles are fun, Chris isn't either, no wonder he has no chums. Ahem.

ant flashy graphics? Want big star names? Want newfangled gizmos? Well, Game Boy Pang's got none of those. What it has got, though, is oodles of gameplay. Typical Game Boy gameplay. The sort of stuff you can dip into every now and then great to pick up when when you fancy it - like a box of Twiglets, only without the tongue-

All you have to do is burst the bubbles that bounce around each single-screen level in a set time limit. If a bubble hits you, you die. If you hit a bubble it splits into two smaller bubbles, or disappears completely if it's a really tiny bubble. No 'Panic' game

Easy, eh? Well, not easy enough, unfortunately. The little bloke you control is too big - much larger than in any of the other

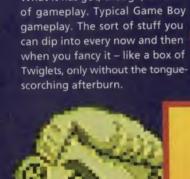
Pang games. This makes it much harder to dodge the

bubbles. The collision detection is too wayward as well, making it virtually impossible to judge if you're going to squeeze under a bubble or not. There's also some terrible slowdown when there are loads of bubbles on screen, making the whole game pretty sluggish at times.

These faults don't ruin the game - it's still got that allimportant pick up 'n' play attraction - but they do spoil what could have been a Game Boy classic. It's still enjoyable but it's frustrating, testing your patience as much as your reactions.

All 40 levels of the original Pang game have made it onto the Game Boy and, unlike the Super NES version,

there's a two-player Game Link option. Pang fans will find lots to enjoy here but I can't help feeling that it could and should have CHRIS been better.





For Game Boy (1-2 players)



Oh dear, Bubble-related death coming up. Should have climbed up that ladder.

From Sony Imagesoft

Price £25

Looks Apart from the over-large main character it's a fine copy of the original

 Excellent tunes throughout the game and decent effects as well

Gameplay II II II II II II II II

 Pang's a lovely little game but it's let down by a few flaws

Lifespan II II II II II II II

 40 levels and a two-player option, but it's too much like hard work

The bottom line

"Basic, single-screen bubblebursting game that's fun but not as fun as it should have been. I love Pang but I was disappointed with this rather iffy conversion"

** Levels 40 Difficulty Medium

.... None Release date ... Out now

Final scor





Pierre Le Chef is travelling the world to create the traditional culinary delights of the host country. But he's having his problems - in catching his ingredients!

Help Pierre trap the ingredients necessary for his recipe but be sure to avoid all the angry ingredients as well as disease monsters, vicious insects and last but not least your arch rival Le Chef Noire. If you can't avoid them, destroy them with your unique weaponry - flour bags, whisks and the like.

Travel to eight different countries with loads of levels and many more hidden and bonus levels in your attempt to treat the world to Pierres' marvellous cuisine.

'One of the most playable platformers yet'

Games Business

'All the sparkling of a classic platform romp. Certain to be in a few stockings this Christmas'

Super Action

'A frantically wonderful video game. Exotic backgrounds and the sprits are cute and sensual'

Gamesmaster.

Scores: Games Master 89%
Super Action 84%
Super Play 84%
SNES Force 84%

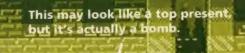




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SCAPE



83833333

Don't be tempted by the stairs the top route is always the best

Cunning stunts

111111

Batman is pretty blimmin' athletic and can perform all manner of batlike stunts. Just have a look at his supremely wide range of incredible superhero-related antics.



1. Batman can punch geezers in the face. Not very inventive but still very satisfying.

2. He can also crouch down and punch geezers where it really hurts. Oooyah!





3. And he can shoot a **Batarang onto** the ceiling and hang from it. Cool, eh?

4. Batman can bounce off walls to climb to higher levels. Très useful.





5. It's very handy to be able to somersault through platforms like Batters can.

6. Batman can leap tall buildings... Hang on a minute, that's Superman.





This stunning intro shows the Batmobile racing to the rescue.

For Game Boy (1 player)



Dinner, dinner, dinner, dinner, Fatman! Frank goes off in search of evil-doers.

atman is a man with a mission. When he was a nipper his wealthy parents were gunned down in front of him by a grinning fiend. This resulted in him growing up with a hatred of crime and violence, a loathing that burned deep in his soul. As he grew to manhood, the anger intensified. His rage drove him onward, and it drove him to extremes. He trained himself in the martial arts, taking inspiration from the bat, a creature of

his pants on the outside of

the game? Well, it's actually based on the animated series from Saturday-morning Animated Series', I s'pose), rather then the ropey old '40s version, the camp '60s version with Adam West, or the mean 'n' moody films with Michael Keaton and (gasp) Michelle Pfeiffer. Personally, I think the cartoon's better than

Batman does a runner from a huge bomb and an evil clown.

but don't get too close.

TTTTTT

Price £25 From Konami

the movies. It's all dark and mysterious, with a top scary soundtrack and excellently drawn characters.

The game is an out-and-out platform beat 'em up, with lots of dangerous criminals on whom to practise your fighting skills. Batman can do all the usual running and jumping antics you find in platform games, but he has a couple of nice little special abilities as well. Do you remember a game from Capcom





Rash nicks a speedbike and heads off to impress his mates.



First hurdle is the car park barrier. Will he make it?



And he's done it! A quick handbrake turn and he's off down the road.



Rash jumps the chasm. Will he live to ride another day?



Oh, look, a wall. How Rash laughed. All the way to casualty.



Rash eyes some familiar faces from the video game past. Bash those invaders!



Now, that's what I call a special move. Push into the side wall, hit attack and, wallop! You become a demolition ball.

IN RAGNAROK'S WORL

For Game Boy (1 player)

From Nintendo

🛦 FROGS 📥 Stunning graphics, thrilling

worthy sequel to the first

Price £25



TOTAL's very own slimy reptile, James Binns, picks his Zitz, Pimple and Rash.

he original Battletoads game was a great hit on the Game Boy. The sequel has been eagerly awaited, and now it's arrived. Hooray!

That vicious beauty, The Dark Queen, has been at it again. This time she's kidnapped Princess Angelica and Battletoads Zitz and Pimple. You play Rash, and your mission is to attack Ragnarok's World, where your buddies are being held, and free them. Professor Bird sets you down and from then on it's up to you.

The first level has you yomping across a planet's surface, battering axewielding Psyko Pigs, action and plenty of variety. A dodging flying dragons, and nicking the legs from graceful walkers and using them to

Battletoads game beat their buddies with.

Surface tension

Before you can delve below the surface of the planet Ragnarok, you need to beat the bad guys up top.

Hmm... Wonder what's Beware holes in cliffs - pigs tend to hide in them. over that cliff edge. Grab this, hold it above your head and drop it on a baddie.



The robo-boss at the end of level 1 appears as a cross-hair and will blast you to toad heaven given half the chance. Dodge the blasts, pick up the rocks and chuck 'em.



Battletoad Rash swings from the turbo-cable in the chasm and kicks some poor ravens' heads in. He's raven mad, if you ask me.



Your next challenge is to drop into a chasm using turbo cables. At first this level seems really tricky - the ravens aren't too much trouble

BOGS

The difficulty level is set a

little too high. With no time

limits, you can sometimes

meander aimlessly

but the Saturn Toadtraps' leering, snapping mouths are tough to beat. Once you master this section you can stock up on extra lives by killing ravens and then thrashing them until they give you a 1-up.

You'll need these extra lives for the fantastically fast and tortuous speedbike section, where you use ramps to leap chasms, dodge barriers and jump walls, all at breakneck speed.

The action takes place in an isometric scrolling play area which features some superb backdrops. Rather than just sitting around in stagnant water

Battletoad pushes rodent. Rodent headbutts Battletoad. Battletoad hammers rodent into ground and kicks his head off.

and burping, Rash, your Battletoad, can move left and right, in and out of the screen, and up and down, jumping up onto cliffs and the like. He also has loads of different attacks, all controlled with one button (the computer automatically

> Battletoads is brilliant. The graphics are some of the best I've ever seen on the Game Boy, with smart cartoon stills linking the action sequences. The tunes and FX are brilliant, too. The

> > **JAMES**

chooses the best move to use).

game is very closely based on the NES version of Battletoads, so you won't want to buy both, but make sure you get one or the other. In terms of variety of gameplay and downright addictiveness, this can't be beaten - I was immediately hooked. This is the arcade challenge

Battletoads In Ragnarok's World

 Fantastically detailed backgrounds, but the scrolling could have been smoother

Sounds

 Different in-game music for each level and a decent range of effects

Gameplay II II II II II II II II

 Can be difficult and frustrating to control, but the variety makes up for that

Lifespan II II

 Enough variation in gameplay and difficulty to hold your attention

The bottom line

"Some of the levels are so good that they would make decent games in their own right. With all these levels on one cart, Battletoads is terrific value for money"

- Levels 25 Difficulty Hard Continues 2
- Release date . Out now

Final score

Rash grabs a Psyko Pig, holds it above his head and hurls it over the waterfall.

you've been looking for.

Rash's jaw hits the ground. Cor, would you look at the size of that thing.

Don't fall down here or it's shower curtains for Rash.



For Game Boy (1 player) From Gremlin Price £25

Zool is the Amiga's answer to the Mario games. James Binns checks out this Game Boy conversion and isn't impressed.

ANTS A

Smart attack moves. Lots of

baddies to fight. Loads of plat-

forms, power-ups and stuff

to collect

ool started life on the Amiga, and the little ant-like alien thing went down a storm with Amiga players (although they'll play anything). Now Nintendo players get to meet him as well, because he's been let

loose on the Game Boy.

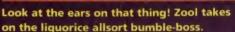
Our little hero has to battle his way through

Ants

umpteen levels of platform action to save his world from the inevitable megalomaniac baddie, starting with Sweetie World (a liquorice allsort nightmare) and making his way through Music World, Toy World, Vegetable World,

Zool has all

and the like. the usual



* * *

2 5652

HI 08565

platform character moves - run, jump and crouch - plus four special moves, including a spin attack and a sliding attack.

The gameplay is pretty tough right from the start, but not for the right reasons. The backgrounds are so detailed that you often don't see hazards until they've taken a huge chunk off your power bar. Okay, the designers should be applauded for trying to make the backdrops interesting, but it just makes for very frustrating gameplay. The game also suffers from Amazing Re-appearing Baddie Syndrome – shoot a baddie and if you scroll away and then scroll back again

the baddie's still there. This is simply sloppy programming and there's absolutely no excuse for it.

The graphics are generally okay, apart from some scrolling problems, a bit of sprite flicker and some pretty poor collision detec-

electric guitar, but it will get on your nerves after about five minutes. The effects are pretty unreother platformer.

Zool is just a platform game, and don't let the hype persuade you otherwise. On the Amiga, where the dizzy platform heights of the Mario PANTS

may be the ant's elbows, but Nintendo players know better, JAMES

Here are just three of the, er, four special moves at Zool's disposal (the other one's a boring punch).

kick ass!



He skids, he scores. This is where Zool puts the boot in. (Do they make antsize DMs?)

Ping, ping and ping again. Zool lets loose a salvo of bullets against a killer jelly.





A whirling spin attack against a harmless lollipop? It was askin' for it, Your Honour.

Zool has to climb this wall - watch out for that roving spiky thing!

Yawn-arama. Do we really need another platform game? Some dodgy animation and collision detection

 Some nice ideas, but the backdrops are too flash and the scrolling's dodgy

• '70s-style twangy guitar theme tune and some very ordinary effects

Gameplay II II II II II II II II

Too hard to begin with, but the controls are decent and you get four special moves

Lifespan H H H H H H H H H

 A big play area, but lots of restart points and continues help you wade through it

The bottom line

"Zool has some nice touches but in the final analysis is nothing remarkable. It just proves what we've always expected - Amiga owners are easily impressed"

Levels	Loads
Difficulty	Medium
■ Continues	5

Final score

The bluffer's guide to fo

Reckon you can do better than our shambles of an English national team? Do you fancy Mr Taylor's job? Well, here's a quick guide to how to go about it. (You may find the real thing a bit different, though.)



Simply choose the team you want to play from one of the ones shown here.



... Then play the game. If you're as good at footy as I am, you'll probably lose. A lot.



By using a strange mixture of symbols, the game explains to you who beat who.



Then you get a current view of the league. And, amazingly, I seem to be in second place.

For Game Boy (1 player) From Jaleco Price £25



Dane proves that girls can play football too. But not very well.

o me, watching - or playing - football

has all the attraction of Thora Hird, but

for some strange reason I find playing

A GOALS A

Original view of the

computer versions of the game very enjoyable.

The latest addition to the growing number of

ball game different from the rest? Well, for a start,

the pitch is viewed from a very original angle -

sort of almost directly above but slightly below

that, if you can picture where I

mean. All the usual

options have been

included, plus a

So, what have Jaleco done to make their foot-

Game Boy footy games on the market is Goal.

Great. I've

penalty shoot-out and a password system (so you can continue your place in the cup at a later date).

One of the funniest aspects of the game is the inclusion of extra moves, like overhead kicks and diving headers. The players are so small that you can't tell whether you're running, diving or doing back-flips. It's also almost impossible to tell the difference between your team and the

opposition. The player you control is supposed to

flash to allow you to distinguish him from the rest, but on the Game Boy everything flashes anyway.



Kick the ball off-screen to get this confusing view. Hmm.



GHOULS Y

just

managed

to let in

my third

goal.

Minute players. You can't tell who you're controlling. Tricky to control

If you must have a football game for your Game Boy, I reckon [

you'd probably be better off waiting to see what Sensible Soccer's like. DANE

pitch. Loads of features. "Alcharatatata" Password system 4464

Target? Hmm. Maybe it's a little-known rule in British football that lets you blow up the keeper if he saves your penalty kick.



Oh, come on! What do you expect? A Jimmy Hill commentary?

Gameplay II II II II II II II II II

It's very hard to get anywhere at first, and that could well put some people off

Lifespan E E E E E E When you eventually start winning, it's actually okay. The password system helps

The bottom line

"Okay, so there are a lot of worse football games out there, but Goal could be better. The titchy players and the awkward controls mean it's not a whole lot of fun to play"

**Levels 15 teams Difficulty Medium Continues None

Final score

Release date .. Out now



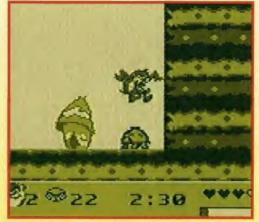
You just can't hold a mad devil back. Here's a handy tip for bashing those seemingly unassailable barriers.



Never take a wall like this for granted. Where do you go from here?



Simply hit that whirling-dervish spin attack and turn walls into ex-walls.



Taz gets high on a mushroom trampoline, the wicked little devil.



James finally gets to meet the only creature with a bigger mouth than him.

az-Mania has got one thing going for it. During the intro, there's a sample of Taz's rasping voice. It lasts about three seconds and it's probably the best thing about the game. After that, it all goes downhill.

about it, really Taz has apparently been captured by two nasty characters called Bul and Axl, who want



For Game Boy (1 player)

to put him in a zoo. For some unfathomable reason, this means that he has to scamper through a platform landscape thinly disquised as a jungle and collect diamonds.

Taz can run, jump, slide and do a spin attack. He also has an unusual extra skill: when he comes up to a bomb, he picks it up, eats it and knocks a heart off your power bar. Dead useful.

In your journey across the levels, you come across the usual platformabilia: mushrooms which behave like trampolines, walls that hide hidden rooms, power-ups, lifts - yes, it's all very familiar.

After three virtually identical levels you get to meet a boss.

The small screen on the Game Boy presents a challenge: how to avoid incorporating too many leaps of faith to offscreen platforms, which invariably

Here we have it: conclusive proof that video games turn people into gibbering psychos.

mm. If The Sun is to be believed, TOTAL Carnage, with its mindless violence and bloody butchery, is just the sort of game that will make anyone who plays it walk into a busy shopping centre and slaughter dozens of innocent people (and several smug do-gooders shaking collection boxes, with any luck). Well, other versions of Total Carnage may have that effect (although I wouldn't count on it), but I wouldn't exactly describe the Game Boy game as an incitement to riot.

You've probably already scanned this page, checked out the pics of the game and thought, 'Yeuch! What is that pile of cack?' Well, the game is better than it looks - although not a great deal. Total Carnage was an awesome arcade machine

SPINS A

A smart three-second

voice sample. And that's

For Game Boy (1 player)

and it's a bit unfair to expect the same game on the humble Game Boy. However, we all know the 'Boy can turn on the style when it's pushed - just look at Battletoads in this very ish,

or Probotector, or either of the Dr Franken games - and there's no excuse for the complete lack of graphics



Hmm. Could this 'big friend' be Fr... (Watch it - FRANK.)

From Konami

Price £25

in this game. There's virtually no background scenery at all, and the screen's not exactly overrun with sprites, either. The whole thing just looks extremely boring.

And it's not just the Game Boy's graphical limitations that lets this version of Total Carnage down. The arcade game used



HITS Most of the game's in there,

and things do move around

Those woods are a bit sparse. Must be acid rain.



When you die you fly up in the air. Dunno why.



From T.HO

Price £25

RINNS

Eerily familiar and

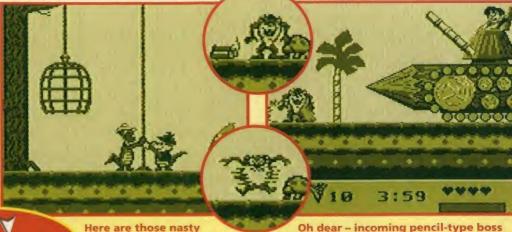
blazingly unoriginal

gameplay

become leaps of doom, and how to ensure, with only four shades of yellow to play with, that hazards actually stand out from the background. Taz-Mania meets neither of these challenges.

The biggest tragedy for Taz-Mania is that it's almost identical to Edd The Duck. Apart from a few alterations to the graphics and layout, it's basically the same game engine. I like programmers to earn their crust, not just tweak some other bloke's game – isn't that why they're supposed to earn the big bucks?

There isn't nearly enough originality or humour in Taz-Mania to make it worth buying. It's just another very average Game Boy platform game. Come to Tasmania? Thanks, but no, thanks.



Here are those nasty

Taz hunters, Bul and Axl.

Oh dear – incoming pencil-type bos thing! Look sharp!

Looks

 Invisible hazards and not enough humour in the scenery, but some nice Taz sprites

Sound

 Apart from the Taz sample and the Taz-Mania theme tune, nothing to impress

Gameplay H H H H H H H

 Made very frustrating by the hidden hazards and short life of the spin attack

Lifespan II II II II II II

• It will probably last a while, if you can steel yourself to play it to the end

The bottom line

"One platform game which we've definitely seen before. If T•HQ think we can't see through this trickery, they can think again. Taz-Mania is basically a load of tat"

Levels			Yes
Difficult	y	Med	ium
Continue	·s	N	lone

Release date .. Out now

55%



Oh dear. Either she's feeling a bit rough or this is just an abysmal picture.

two joysticks – one to control movement, the other to direct gunfire – and that's something that, sadly, the Game Boy can't match. You move your little bloke around with the joypad and fire in the direction he's going with the A button. This doesn't sound like much of a difference but it really changes the way the game feels.

It doesn't help that the gameplay isn't in the least bit exciting. You spend most of the game in the middle of the (usually blank) screen, just walking towards the enemy robots and monsters as they appear. It's very repetitive. And there are no continues. Have I mentioned the collision detection yet? Sometimes you can walk right into a baddie and still wipe it out, and sometimes you can't. It's very frustrating.

Total Carnage could have been a very smart game, but this version is just a chore to play. It looks dreadful and doesn't have any of the frantic excitement of the original coin-op. It's a crying shame.



Total Carnage is a real blasterama. With

lasterama. With o action.

Iffy graphics, with dull backgrounds and small sprites. Monotonous gameplay



On the coin-op, Orcus
is 'the mother
of all
bosses'.
Here he's

Here he's just their great-aunt.



Whoah! This screen's a bit action-packed. But don't worry, it'll be empty fairly soon.

• 1

 Very empty levels and titchy sprites, but that's the price of speed, I suppose

ounds

 A few okay tunes, but the main game has just got an annoying gun sound

Gameplay E E E E E E

 Lame version of the coin-op that's quite basic and too unfair in places

Lifespan II II II II II II II

 If you put your mind to it, you'll be able to clock it without much effort

The bottom line

"Total Carnage isn't a complete disaster but it's got a few flaws too many. The graphics are unimpressive and the collision detection isn't quite there. A pretty lame conversion"

Levels 3

 Difficulty Medium

Continues None

Release date December



D91 MOSAICS MOVES 023

For Game Boy (1 player)



Your move, sucker! Only 19 moves in and already there are loads of pieces that look trapped. Start panicking!

From Gametek

Price £25



James puts his thinking head on (well, it's better than his usual one) and gets puzzling.

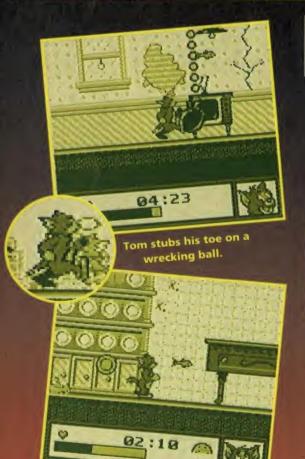
he Game Boy is renowned for its puzzle games, and Tesserae is yet another one. To be specific, it's another bash at the 're-arrange the shapes' genre. And quite a good bash it is, too.

You're presented with a grid full of tiles with random shapes - circles, squares and crosses - on them. You select a tile, and then move it two This mosaic is in the shape of a (rather chunky) figure of eight. Very tricky.

spaces horizontally, vertically or diagonally. If the position you're moving to is occupied by a tile with a similar shape on it, that tile is replaced and the tile in the middle is eaten up. Your object is to clear the screen to just one block, in as few moves as possible - it's a bit like a single-player, more complex version of Othello.

> What makes Tesserae interesting is the fiendish creation of combination tiles. If you move a tile to a space with a different shape in it, those shapes merge to create a new tile with both shapes on it.

To remove each shape in the combination, you have to jump it with a tile with that shape on it. (Still with me?) Things get even worse when a



Tom's found a fish. That's nice. Maybe he'll give it to his new mate Jerry.

1/14

MICE

Good idea

for a licence.

There are quite

a few levels.

It might keep

young kids

happy for

a while

Simple idea but a very challenging

game. Puzzle fans will get a

lot out of this

For Game Boy (1 player)



Frank plays cat and mouse with two of the biggest cartoon stars ever.

quick trip down memory lane: Tom and Jerry, cat and mouse, cartoon, good fun. Remember it? No, well, I wouldn't blame you. It's been ages since it was on, seeing as good old Auntie BBC banned it for being too violent. Apparently it encouraged kids to do horrible things to each other. Yeah, right. This is the same BBC that shows heavyweight boxing fights. more likely to be influenced by: two real men bashing each other's brains

From Hi-Tech

out or a cartoon character hitting another one over the head with a frying pan? I don't know why I pay my licence fee, I really don't. (You don't pay your licence fee - CHRIS.) Ahem.

Anyway, enough ranting. The first thing that strikes you about Frantic Antics is that the duo

seem to be co-operating. What? They can't do that. My entire worldview is based on the fact that Tom and Jerry hate each other. Still, I suppose they need all the friends they can get after this, their second attempt at video game stardom, cos Frantic Antics is the kind of game that earns people

> The second thing you'll notice about this game is the graphics -

GAME BOY REVIEWS (74)

combination block has all three shapes within it, or is in a corner, since it cannot be jumped.

On the later levels, not only are you faced with combination tiles from the outset, but you also get differentshaped playing areas, such No in-game tune or timer. A lot of as ovals, loops and figures thought needed – action fans will of eight. Some include

find it too involved islands within the playing area, which have to be worked around, and some levels are bigger than the playing area, so the screen has to scroll.

You can choose from three difficulty settings from Beginner to Advanced - and can play one mosaic at a time or take the tournament option and work through the whole lot. A vital part of the

ORE HOSSIC! TOURNAMENT! BEGINNER | INTERHEDIATE | HOVERCED! CANCEL

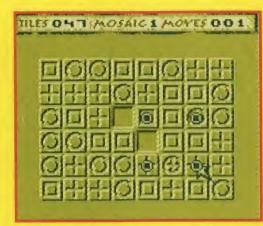
These are the nine mosaic-tastic levels in Tesserae. Fiendish, huh?

game is the 'undo' feature, which becomes invaluable as you approach the end of a screen and are stuck with unrecoverable tiles. It lets you go back as many moves as you like and try again.

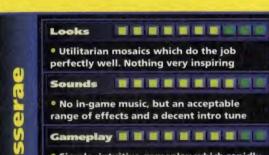
> The graphics are okay, but the scrolling could have been smoother. Sound is good, but the lack of any in-game music could upset some players. A timer

would have been a nice option, too, just to put the pressure on.

Tesserae is an immensely challenging game which will soon get you hooked. If you like playing Othello or Go, give this a whirl. It's one of the most intense puzzlers you'll come across on the Game Boy.



Three options here. The best call is to jump to the cross and free up the combination.



 Simple, intuitive gameplay which rapidly becomes fantastically difficult

Lifespan II I I I I I I I I I Seriously tough grids mean this game will always present a huge challenge

The bottom line

"A smart puzzle game which, like all the best puzzlers, is simple in concept but gets practically impossible after the first few games. Prepare to be seriously perplexed!"

| Levels 9 Difficulty Hard

Continues Infinite Release date .. Out now





Price £25

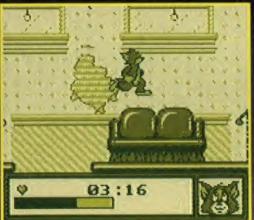
Unlike in the cartoons, Tom and Jerry don't stand out and smack you in the face. The they sort of just slip

The graphics and sound are really stomachchurning. The gameplay is far too simple and just generally off-putting

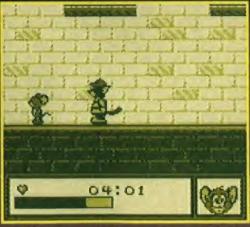
under your foot, slightly tickling

you as they go. And the sound is simply appalling.

Frantic Antics is a frighteningly tedious game to play, with very little to do and a very obvious path to take through each level, which makes it all extremely predictable. Tom and Jerry have massive video game potential, so it's criminal that they are forced to star in a game with such a tired, overused platform formula as this. I suppose it may be mildly entertaining for kids, but even toddlers with any sense will give it a wide berth.



This game is a perfect example of character assassination. First, get a licence. Then...



... Bash out any old thing and assume that the kids will buy it regardless. Disgraceful.

Although far too small, the characters are just recognisable. The rest is very plain Sounds Ouch. Don't waste your batteries listening to this. Keep that volume down Gameplay II II II II II II II Mildly entertaining for a while until you realise how horribly easy it all is

would love it to be a challenge

Kids will love the challenge. Anyone else

The bottom line

"Yet again Hi-Tech have got it all wrong. Such potential brilliance gone to waste is enough to reduce a reviewer like me to tears. Back to the drawing board, methinks"

Levels	11
Difficulty	Easy
Continues	Infinite

Release date .. Out now

Final score



Hey, he could take someone's eye out with that

Why don't you pick on someone your own size?



Now, this bit of the game is exceedingly difficult...

... But it's not half as difficult as this bit.



New girl Dane finds that this video game lark isn't quite as easy as she thought.

hat's your favourite sort of game? Platformers? Puzzle games? Action games? Bat-and-ball games? Well, what about a game that combines the whole lot, puts in a couple of wimpy mouse characters and call the whole package Fidgetts?

So just how do you combine batand-ball games with platforms and puzzles. Well, before I played this my bet would have been that you couldn't, but Elite seem to have pulled it off with ease.

for certain Speaking of ease, there's a distinct lack of it here. Fidgetts is no pushover. The first level has to rate as one of the toughest in any game ever, and subsequent levels are almost as rock-hard. At last, a Game Boy game that's a real challenge, you may be thinking. Well,



Eeek! If there's one thing I hate, it's spiders. Get away from me, you hairy beast!



For Game Boy (1 player) **From Elite** Price £25

okay, most people don't want to finish their £30 games in two minutes, but Fidgetts is stupidly hard. FUDGE-ITS

You control two mice who have to traverse a tortuous platform landscape to get to wherever it is they're going. They also

have to battle gawd

knows how many

different kinds of enemies, so basically they're going to have to sweat to actually make any progress. Or rather, you are. After each level, you get to play a bat and ball game to cool off a bit.

The graphics in Fidgetts are pretty crisp, although there isn't an awful lot to them. The sound, as with the majority of Game Boy games, is average at best. And that's about all there is to say.

So, for your money (quy'nor) you get a tough game with lots of different types of gameplay and average looks and sounds. If you like your games nigh-impossible, this is the one to go for - anyone who gets through the first level deserves a medal.

If, on the other hand, you want to p have some fun, steer clear of this. DANE



I've always wanted to write a sad caption like this. Ready? Here goes: 'This bit will drive you batty.' Ho, ho.

FIDGETTS

Varied gameplay and

loads of challenge – it's not a

five-minute wonder, that's

Looks Nothing special in the looks department, although the two mice are almost cute

Painful to listen to, but that's why your Game Boy has a volume control

Gameplay II II II II II II II

 Lots of different types of gameplay, which means you won't get bored

Lifespan II II II II II II

The first level alone will keep you going for ages, and the rest are equally tough

The bottom line

"One of the toughest Game Boy games ever. Elite have pulled out all the stops to give you the ultimate challenge, but you can't help thinking that maybe it's just too hard"

II Levels Loads

Difficulty Very hard

© Continues 3 Release date .. Out now **Final score**





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The 3DO dream machine arrives

Trip Hawkins, The 3DO Company and Panasonic have defied their critics, launching the first 3DO multiplayer on October 4 as promised. But is it any good, and what of the UK launch next year?



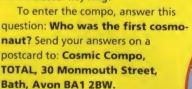
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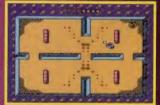
I'm the urban spaceman, baby...



Pie slap

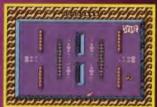
If you get sick of adventuring, invite a mate around for some mindless fun, using droids to chuck custard pies.

AIRY SLAP



Normal piethrowing fun - until someone gets the power-up.

BOUNCY SLAP



Watch those pies bounce off the walls straight into your mush.

SLAPPER



The standard game: a study in Newtonian physics and culinary finesse.

For NES (1-2 players)

From Codemasters

Price £30



Chris Buxton is trying to make his way to Earth. **Everyone on Earth** is desperately trying to stop him.

or ages people have been trying to discover life in outer space. Well, now they've found it. There's a chap called Cosmic who lives on the planet Linoleum. Cosmic is a bit of an amateur space traveller. In fact, he's already visited Earth once. He came home expecting a hero's welcome, but no one believed him. So now he's determined to go back to Earth, and

to take some pictures this time.

L A H E T This is just the first planet - there are two

more to follow. By the time you've finished, your brain will be slop.

A ASTEROIDS A huge quest which is a real test of brain-power and arcade skills. Plus you get a free two-player game!

Cosmic Spacehead's all about our hero's quest to return to Earth and get those snaps. The problem is, he's skint. And he needs a new spacecar (they're not cheap, you know).

The game's split up into lots of different locations, in each of which you'll find objects to pick up, puzzles to solve, people to talk to and obstacles to overcome. You need brains, patience and a degree in lateral thinking to make much progress. Oh, and arcade skills won't hurt, either - in between each location is an arcade section, where you jump platforms, avoid nasties, collect bonuses and, er, die horribly.

And there's more. There are also subgames to play, and an entirely separate



We hate this arcade bit. It's all pitch dark until you die. Which you do rather a lot. Trouble is, you're none the wiser when you can see.



Between each location is a tricky little arcade bit. Lots of jumping and lots of timing. Get through them once, though, and you don't have to play them again. Smart.



Old Line town. What a dump. No



The puzzles are all solvable if you've got half a brain. How do you get a waterproof plug that's locked in a teleport machine?



Wheee! This is astrocar racing. Complete the course in the time limit and you get

a bus ticket. Um... Where to? That's for you to find out.

> simultaneous two-player game called 'pie slap', played on any of three different arenas. It's apparently Cosmic's favourite leisure pastime, and the idea is to splat your opponent with custard pies. The first to get four ahead is the winner.

So near and yet so far. There's no way you can unlock that door.



But there may be another way inside. Why not go to another teleport machine...



... Then teleport yourself into the locked one, get the plug and teleport out!

HAEMORRHOIDS Lots of to-ing and fro-ing and getting stuck. The passwords

are a little too few and far between

> adventure on the NES - the arcade sections are just icing on the cake. It's a stupidly massive

task and easily offers as much long-term gameplay as three ordinary NES games put together. Barring any late challengers, for my money

Cosmic Spacehead has got to be the NES game this Christmas. It's tough, it's enormous, it's varied and it's brilliant. CHRIS



This monster won't let you past until you give him a balloon. Then he floats off.



That plug had to be useful for something - it's fixed this leaky boat.



Cosmic Spacehead is an

amazing game. Arcade freaks

may find it a bit slow, but it's

perfect for those who like

exercising the old grey cells.

It's frankly the best puzzle-solving

Uh-oh. To get a passport, you need a birth certificate and some passport photos.



Looks

Nice animation and great backgrounds (mostly). Very nice

Sounds Effects, what are they? But the tunes (for

once) are great

When you're stuck, you're stuck. Otherwise, wonderful

Lifespan H H H H H H H God knows. 100 years, probably. Unless you're unfeasibly clever

The bottom line

"Cosmic Spacehead is an adventure game. That means you need brains and patience. That's enough to put arcade nutters off completely, but everyone else will love this to bits"

- Levels 3 planets
- Difficulty Tough Continues .. Passwords
- Release date . Out now

Final score



The speedbikes of the **Battletoads** time the speedbike bit easier, but there are still some very tricky bonuses to bag on the way through.



The evil Dark Queen is back and she still Addams Family? Or maybe even our Frank?



Some sections scroll vertically and you're lowered on a rope past gun emplacements and marauding ravens



At the end of the first level, giant hands spring out of these fans and try to swat the heroes. Leap out of the way and hit 'em.

Chris gets a ringside seat as the 'Toads teach the DD mob a thing or two about combat.

gigantic spaceship as large as a city is heading towards Earth. This means two things: first, that buying that 25-year timeshare in Cleethorpes was a mistake; and second, that the evil Dark Queen, arch-nemesis of the Battletoads, is plotting to take over the galaxy.

Remember the first Battletoads game? It was overloaded with good things, consisting of 12 very varied levels which offered platform fighting, racing and blasting. It looked great and played

NES (1-2 players)

Nintendo

Price £30

Hmm. If he leaps too high, won't he escape the ship's gravity?

Discretion is the better part of valour, so hide here if you're yellow.



Those Double Dragon boys aren't very well bred, are they? Just look at the way they treat the fairer sex. Never in my day...

Looks Gorgeous-looking, superbly animated and very varied. Shame about the sprite flicker

 Great tunes and the effects are much better than most NES stuff. Cracking

A great platform fighting game with a couple of blasting sub-games thrown in

Lifespan WWWWWW

Not as tough as the first 'Toads game (phew!) but still a good challenge

"Rare do it again on the NES with this great-looking action platformer. The shooting sections break up the fighting and give the game something extra. Great stuff"

The bottom line



Difficulty Medium Continues 3

Release date ... December





The vertical shafts get narrower as the game goes on and soon you've got hardly any room.



The mothership you fought through on the first three levels waits at the end of level 4...



... But before you can take it on, you have to fight your way past out, flying saucers appear and drones launched from the ship.



When you've taken the drones make a nuisance of themselves.

really well but was sooo difficult that it put loads of people off. Well, the sequel keeps up the same standards in terms of graphics and gameplay but it's a bit friendlier - although still no walkover.

In this game, the Battletoads have teamed up with the Double Dragon boys and set off to scupper the giant spaceship. The game starts as the lads

Superb graphics and sound and tons of variety

The gameplay is quite simple. It's basic beat em up action, set mostly on ordinary platform levels. But what platforms! The background graphics really are stunning in places, and all the Dark Queen's minions are superbly animated. It's extremely well executed and has a terrific difficulty curve - just

land on the tail of the ship and make their way

into the bowels of the craft. Once inside, they

have to get to a space pod, take off and destroy a

giant missile - and that's only half the game.

point and edge closer to victory. As well as the platforms, there's a speedbike stage packed with jumps, slaloms and enemy bikers, and a shoot 'em up that starts off like the arcade

Inside the enemy mothership, you have to clamber across the chasms between the metalwork.

classic Asteroids and then turns into a

one-on-one battle against the Dark Queen's ship. This is fabulous stuff which lifts the game way above the average platformer.

Battletoads And Double Dragon is a classy package. It's a big, tough platformer with bags of variety and the best graphics the NES can

provide. It should be on every NES owner's shopping list this Christmas. CHRIS



Baddies can pop their clogs in a myriad of different ways, each of which has its own lovely piece of animation.

> One of the 'Toads gets ready to send an enemy robots into orbit.

Swooosh... BANG! Swooosh... BANG! Swooosh... TINKLE!

Shinning down the side of the ship is the only way to get bonuses.

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BUBBLE BOBBLE



Arjan Mensch, our man in Holland, has sent us the codes for TACTIX every level on this seri-

ously addictive platformer. The game is easy enough without all his codes, so we thought we'd just print some of the codes and leave you with at least some gameplay! Thanks very much, Arjan.

5. WLL1	10. XGL1
15. GLL1	20. FGL1
25. 4LL1	30. 5GL1
35. KLLF	40. JGLF
45. ZLLF	50. 1GLF
55. DLLF	60. CGLF
65. VLL3	70. WGL3
75. HLL3	80. GGL3
85. 3LL3	90. 4GL3
95. BLL3	100. KGLD

RAD RACER



Michael Hill, from Billericay, Essex, has sent in a track select cheat for Rad Racer.

He says that once you choose your car, press the B button as many times as it takes to skip to the track you want. Now, here's the clever bit: when you've chosen the track you fancy, hold UP and RIGHT on the control pad. Then just press START and you're off! Cheers, pal.



Isn't it a bit stupid having a road with three lanes all going in the same direction?

NINTENDO WORLD CUP



If only Graham Taylor had had these World Cup codes he wouldn't be in the

situation he is now and England would still have some vestige of national pride left. Thanks to footyboy Ross Skinner from Leicester for these - on me 'ead, son.

Match 2: 10310 Match 3: 30709 Match 4: 01509 Match 5: 22006 Match 6: 72111 Match 7: 11511 Match 8: 42411 Match 9: 62600 Match 10: 60209 Semi-final: 22310 Final: 12810



Tactix, eh? Um... Look, you can't expect us to write witty, original introductions every month. We're only human, you know. What do you want, blood?

FORTRESS OF FEAR



Here's a handy cheat for this platform collect 'em up which should TACTIX help you slog your way

through it. To start out with six lives rather than just three, type in W / W instead of the player's initials on the Scroll Of Honour,. Thanks to Ross Skinner from Leicester for that, Does anyone out there have a level select for Fortress Of Fear?

MICRO MACHINES



This isn't a fantastically useful cheat, but it could come in handy. Pause the

game in the space on the inside of the last corner of Race 5 and you'll only need to cross the line to win. Strange, but true. From Robert Floyd in Walthamstow.



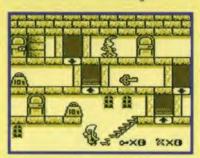
Micro Machines: the only race game with a chequered tablecloth instead of a chequered flag.

BUGS BUNNY: CRAZY CASTLE



Here's a smart little cheat to help you finish this repetitive plat-TACTIX former a bit more

quickly. If you want to play any previous levels again, get to the screen which tells you the score, level and number of lives. Then press UP to move the levels down and DOWN to move them up again, to any point you've already played to in that game. You can do this as many times as you want, which is handy cos it means you can nip back to the first level and get an extra life whenever you need to. Thanks to Jamie Ellis from London for that dodge.



If you were one of the unfortunate people who bought this game, our cheat will help put you out of your misery.

LEMMINGS



Hoo-ray, hoo-ray - at last, a level select for TACTIX Lemmings. No

longer do you have to scribble down and key in loads of tedious codes. Simply hold down LEFT, RIGHT, START and SELECT. Now you're sorted and it's all thanks to Michael Suggate from Hornchurch, Essex. Nice one, mate.

FACEBALL 2000



Michael Suggate has come up with another brill

for Faceball 2000 on the Super NES. On the title screen, press LEFT and RIGHT and START together and you'll be whisked off to a secret game. Do the same on the Game Select screen and you'll get a life/ level select screen. Lush, eh?

SUPER STAR WARS



Here are a couple of handy cheats for this great movie tie-in. The

first gives you five continues. On the game start screen press X, B, B, A, Y. If you've done it correctly you'll hear a Jawa cry. The second cheat gives you a lightsaber from the start. On the game start screen, press Y, Y, X, X, A, B, X, A. Once again, if you've done the cheat correctly you'll hear a Jawa cry. These cheats are tricky to get right. Don't hurry, just take your time. Credit for those go to the lads, Richard Brown and Paul Leader, from Derby.



The Force is all well and good. but what you need is a cheat.

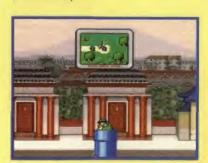
MARIO IS MISSING



Don't you wish vou could cheat in all those harsh exams and tests

in real life? Well, we can't help you do that, of course, but we can help you cheat in this so-called 'educational' game, thanks to James Alexander from London. Here are the codes you need.

C6XVBPO *LZWXFC Q*P*VLV K8Y3V5W 78YJP60 (Fight Ludwig Von Koopa) OF34X61 **RPONDFI GRHVY5J** HRTC3CK *TRZ4YJ (Fight Lemmy O'Koopa) 6HYYD7Y **DYML488** RF605K4 D84TM23 2TY13HM (Fight Morton Koopa Jr and Bowser)



I dunno, kids today. You give 'em a game that's supposed to make them learn something, and they just cheat. Tsk.

SUPER

For SNES/NES (1-2 players) From Nintendo Price £45



SMB2 may be the least well known Mario game, but it's still a hell of a challenge, well worthy of a TOTAL complete solution.

WORLD 1-1



For a start, choose Mario on the character selection screen. Remain Mario unless instructed to do otherwise. Drop down to the ground, enter the door and start going right. When you find a potion, drop it straightaway and enter subspace through the door which will appear. You should find three coins and a mushroom.



Keep going right and go through the door into the cavern. Climb left and then jump left to reveal a walled-in door. Use bombs (throw them when they start to flash) to destroy the walls and open the door. When you enter this door you'll skip a lot of the level and go virtually straight to the Birdo (a bird-like monster).



If you decide not to use this short cut, remember to use the next potion to expose coins in subspace. To beat Birdo, wait until he's fired an egg at you, jump onto the egg and quickly press the grab button. Now throw the egg at him. Repeat the process three times to destroy the fiendish chicken-style monster.

WORLD 1-2



Go left and jump onto the Pidget's head. Pick him up and throw him off his magic carpet. You now have to quickly ride the carpet right - you only have 10 seconds to cross the chasm and reach safety. Avoid the flying monsters as you go.



When you reach the second vase, jump into it and collect the key you find at the bottom. Leave the vase quickly and run right with the key, avoiding the baddies. Simply exit through the door and the rest is incredibly straightforward.

WORLD 1-3



You'll find a potion next to the log bridge. You can use the mushroom to open a door and collect coins and another mushroom.



But if you're smart, you'll carry the potion through the level, past the door, to the last vase. Drop the potion, enter subspace and go down the vase to warp to level 4.

WORLD 2-1



To finish the level properly, go through the normal door, climb the chains to the top and go through the door there. Get the key and fall all the way down to find another door. Go through it and all the way right, through the crow's mouth.



You'll now encounter a geezer who throws bombs at you. Stand immediately under his platform. Move left and jump to catch his bombs and throw them back onto his platform. You'll have to run and jump to do this, but it's fairly easy.

Use Luigi on this level, as he digs holes much quicker than Mario. Pick up all the cherries and an invincibility star will appear. You'll have to face Birdo again, but he's easy as long as you don't fall down a hole.

WORLD 2-2



Switch back to Mario for this level. Quicksand is the main problem, but if you tap the fire button constantly you should hop easily over the lot. Grab the snakes in the pots and lob them at the other pots to clear a safe path. This isn't too tough at all.

WORLD 2-3



Jump on a Tweeter to reach the high door. Inside, pick up the first plant on the right for a potion. Throw it. Go in the door revealed for nine coins and a mushroom.



Go in the far-right door. Drop to the locked door at the bottom. Dig down to a room with the key. Go up and right. Grab the crystal ball to go to the next boss.

WORLD 3-1



Grab mushrooms. Build a wall three blocks high to protect yourself from the boss's fire. Throw the other three blocks at him, using a running jump.



Use Princess Daisy here. Go through the door and fall down the big waterfall with the pink clouds and platforms. You'll find a secret room.



Inside, pick up the sixth plant from the right for a potion. Drop it on the far right. Enter subspace and warp to world 5. To play the rest of level 3, use the other door.



Jump on the clouds to go up the waterfall. At the top, steal the Pidgit's carpet. Go up to a vine. Climb it and fight Birdo again, using the same technique.

WORLD 3-2



Use Mario. Go right and down through the power blocks. Use the bombs from the top to blow up the walls at the bottom. From here, it's plain sailing to Birdo.

WORLD 3-3



To get the key to the door, go up the ladder and along the top level to the right. Enter the door you find there and go all the way up to find a room with a key.

WORLD 4-1



Go through the door. Go up and enter the next door you find. Keep going up to a door at the top. Go in and right to meet the boss from level 1-3. Use the same method.



Use Luigi. Run all the way right.
Pull up the plant under the ice. It
turns into a rocket which takes
you to the second half of the level.
Go right to finish the level.





▶ WORLD 4-2



Walk, don't run. The baddies are set up so that running will get you killed, so progress slowly and carefully Jump on the whale spurts to reach higher platforms and jump a bit further.

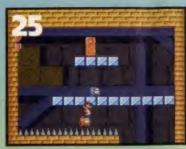


Go all the way to the right and pull up the plant to get hold of another rocket. When you get to the top, throw the creature off the Autobomb and use it to ride across the spikes.



WORLD 4-3

At the start of the level, it looks like you have to fight Birdo again. Don't even try. Just jump over him and head right. Birdo will fire an egg. Jump on the egg and use it to fly right over the water.



Go through the door and head all the way up the very icy platforms to reach twin towers. Go through the door on the right and go down the tower, riding a red Shyguy to avoid the spikes.



Drop down and go in the door for a key. Fall all the way down and go in the door you find there. Enter the next door and then use the crystal ball to go and meet Fryguy!



Use the mushroom blocks to build a couple of walls. These will protect you. The screen wraps around, so stay at the edges and you can nip straight to the other side if Fryguy gets too close.



This is the hardest level in the game. Simply jump past the waterfalls by jumping on the baddies' heads. There's no secret technique here, so you'll have to rely completely on



Birdo doesn't throw eggs any more, he spits fire. You have to kill him using mushroom blocks. It is extremely tricky, so be careful.

WORLD 5-2



Go down the first vase and use the bomb to blast through the floor and get a potion. Take the potion back and use it to reach four coins and a mushroom (in subspace, obviously).



You'll need to get the Hoopsters to get across many of the gaps. Don't pick them up or you'll have to go back a few screens to reset them.



At this point, you have to pick up the POW block and drift down the huge valley. Steer through the spikes and push to the right in order to land safely. Head right to face Birdo again.

WORLD 5-3



Considering how far on in the game it is, this level is a piece of cake. If the bombs flash, remember to jump away from them. You have to enter a tree, then go down and all the way up again.

WORLD 6-1



At the top, hijack a magic carpet to cross the tree tops. Go right across the clouds to fight Birdo again. You'll need to defeat him in order to fight Clawgrip.



Clawgrip is possibly the toughest boss. Stand as shown and then jump back over the crevice when he throws a rock. Grab it, jump back and throw it at him. It's very difficult, but persevere.



Grab the snakes and clear a path. Doing it this way, you should have no trouble completing the level. Inside the first cave, you should find a door key in a vase. Take the key to the door on the right.



The technique for this level is to ride on the backs of albatrosses to the right, jumping up to the higher birds as they come along.

WORLD 6-3



Getting through this wall is hard. Stand on the little vase and pick up the bomb-critters as they emerge. Throw them down at the wall as they flash to blow it up.



The vines aren't difficult, just annoying. When you reach Birdo, you'll have to superjump in order to battle him.

WORLD 7-1



After defeating Birdo, you'll have to fight Tryclyde again. Use the same wall-building tactics as before to put him away safely.



Go straight up. At the top, go right. Watch out for Bob-ombs, as they blow the ground from under your feet. Go in the door and pull up the plant to find a potion.



Go out. Jump from the roof and ride a bird left, leaping obstacles. Keep going till you reach a big ladder. Climb up and pull up the plant to enter the rocket.



The screen wraps around, so you can flip across to avoid baddies.
Build a platform so you can reach the ladders and get to the tough Birdo at the end of the level.

WORLD 7-2



Use speed to avoid the Slyguys. On the lower platform, stand on the pillar and jump the Spark till there's a gap letting you reach the platform and chain in one go.



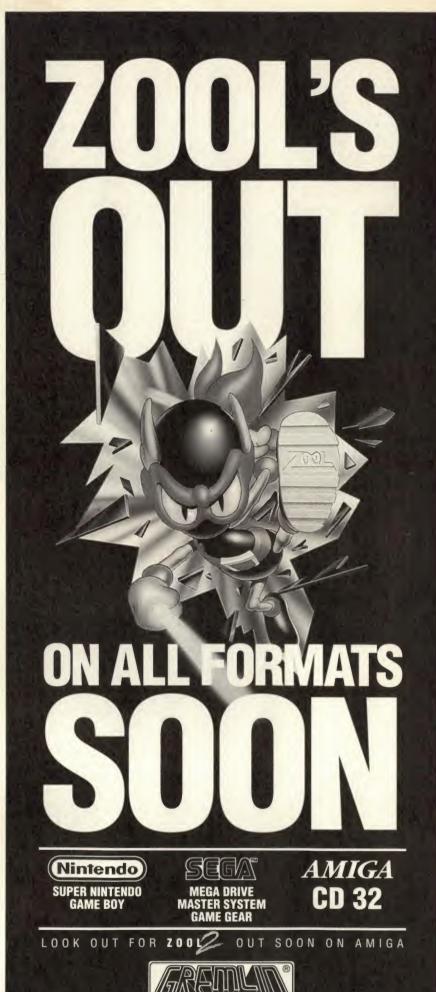
Beat the Birdo, get the key and go right. When you use the crystal ball, the bird mouth comes to life and attacks you. Use the mushrooms to make it open.



Now you have to fight Wart, the final boss. He looks tough but he's a sissy. Keep your finger on Y so you can get out of trouble fast. Run between the bubble to get the veggies and jump off left.



Jump on the left platform, then jump just before Wart blows his bubbles. At the same time, throw the veggie to hit him as he blows. This will damage him. Repeat until he snuffs it.



A Different Kind

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If you saw our review last issue you'll know that TACTIX Zelda is the best

Game Boy game Final score ever. Here's the first part of our equally fab player's guide.

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To get things rolling, go and get your shield from Tarin. Follow the path to the beach. Hold the shield button down to flip the urchins and grab



Go through the forest to the cave. Go through the cave and push the blocks out of the way and out the other side to get the toadstool.



Now go to the witch's house. She will turn the toadstool into magic powder.



Go to the raccoon and use the powder on it to take it into Tarin. Now go up to get the Tail Key.



Before going to the dungeon, go to the shop and play the Trendy game. To win the game, position the shadow of the crane over the Yoshi doll and press to pick it up.



Take the doll to this house and give it to the woman. She'il give you the ribbon in exchange.



Take the ribbon to the house here and give it to Bow Wow, who will give you the dog food.



Head to this shop on the beach and give the dog food to the crocodile, who will give you some bananas in return.



Now make your way to the Tail Cave and use the key at this point.





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Dungeon 1: Tail Cave

The numbers in the text below refer to the numbered rooms shown on the map. Just follow the instructions for each room. 7 8 15 14 13 10 5 11 12 1 10 2

START Go up, kill the monsters and step on the switch to get a key. Head back down and left and knock the monsters in the pit to get another key.

Go to here and kill all the monsters. Open the chest to find the compass.

Kill the snake to make a chest appear and add 20 rupees to your total.

Just open the chest to get another door key.

Use a key in the top door.



Push the block here to open the door

Flip the monsters over with your shield and then hit them with your sword. Wipe them all out to make the stairs appear.



Go through the easy 2D section, then up to get the Roc's feather. You can now jump round. Kill all the monsters to get the map.



You need the Roc's feather 1 1 You need the Roc 3 leaves before you can jump across this gap.

In this room, jump over the rolling log then hit the monster with your sword. Try to hit him from below in order to keep knocking him backwards. Keep using this method and you'll eventually kill him.



This is really mean. You've got to hit the monsters to freeze them, but you've also got to match the flickering symbols on their bodies as you hit them. Grab the fragment and then read what's on the slab.

Use the feather to jump the gap.

This is where the Nightmare Key is!



Get in the centre of the room and keep aiming for the tail of the monster. Keep slashing to defeat it. You'll get a full heart and will find the Full Moon Cello in the next room.



After leaving the Tail Cave you'll be told to go to Gopongo Swamp. First collect these items.



Cut the bushes and jump into the well to get a



Accept the fisherman's offer and try to catch the big fish below to get another piece of heart.



Go here and jump over the holes to gain a third



From there, head up and right to this cave, which is the Moblin's hideout.



Kill the Moblins in the first two rooms to open the doors. When you get to the guardian, keep to the left and move up and down to avoid his arrows. He'll charge you. When he hits his head on the wall, hit him with your sword. Repeat to kill him.

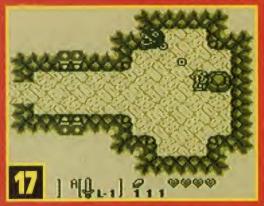




WE RIPPED-OFF A PERFECTLY GOOD IDEA

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad (also pictured). Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. IT'S HOW TO WIN.





Go into the next room and grab Bow Wow, as well

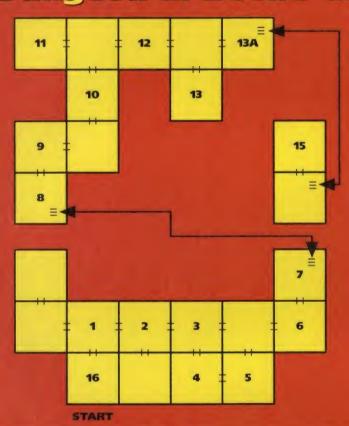


Take Bow Wow to the swamps. He eats anything, including plants. Go down and right for 50 rupees.



Go here, stand still and Bow Wow will get you into the Bottle Grotto.

Dungeon 2: Bottle Grotto





- Use the magic powder on these lamps in order to open the right-hand door.
- Force the bouncing skeletons 2 back into a corner and then destroy them. Once you've killed them all, a key will be revealed in
- Hit the switch to make the blobs go down.
- Once again, hit the switch to open the chest. Inside the chest you'll find a key. Now go to the right.



- 5 Use the Roc's feather in this room, which will enable you to jump across the gaps. Then hit the switch to make a chest appear. Inside the chest you'll find another key.
- Flip these nasties with your shield in order to kill them. When you've killed them all, the exit will be revealed.
- In this room, push the biocks onto the image of the diamond in order to make the staircase appear.



- Go left and light the torch to see where you're going. Use the Roc's feather to reach the flying heart.
- To beat this nasty, stay at the bottom of the screen and move left to right constantly. When it rushes at you, sidestep it and go behind him, slightly to the right. Swipe downwards to hit it in the head then move out of the way as it throws a bomb at you.
- 10 Use the Roc's feather to jump away from the pull



- Light the torches to make the ghosts vulnerable. Kill them all to make a chest appear. inside the chest you'll find the Power Bracelet.
- 12 Hit the switch and move onto the block beneath it, then hit the switch again and move right once. Hit the switch and go right again. Open the chest by standing on the raised blocks.



13 Move the block to release the rabbit. Throw a pot at it to kill it. Kill the bat and the guard to make a chest appear inside is the Nightmare Key. Kill all the monsters in the next room to make the stairs appear.



Pick up a pot on the 2D 14 Pick up a pot on screen and lower it onto this platform.





- Stand here and wait until 5 the demon throws fireballs at you, then move slowly to the ieft of the room and stand by the door. The demon will go into the bottle and chase you. Hit the bottle to stun it, then pick it up with the Power Bracelet and throw it against the wall. Do this three times and the demon will fly after you. Hit it. Go to the bottom of the screen and move from one side of the screen to the other. As long as you're moving, it will miss and you can hit the demon. Beat him and you'll get a heart. In the next room is the Conch Horn. Come back here to collect
- 50 rupees from the chest.

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ISSUE 14 Ah yes,

issue 14 is especially good, with reviews of Sky Blazer, Plok! and Cool Spot; all about Street Fighter II Turbo combos; a guide to - eek! - horror anime; and loads more great things.

THE WHOLE **WORLD OF SNES**

Super Play brings you Super Nintendo news from around the world. Especially from Japan, where the SNES is huge.

Super Play shows you how to squeeze the most out of your games.





After Bottle Grotto, it's time to take Bow Wow home (shame). On the way, go in this cave and use the bracelet to move the shell for an easy 50 rupees, then get another 20 in the cave on the left.



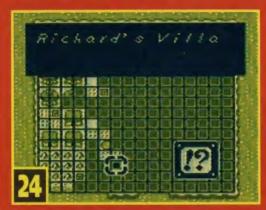
Go into the shop in town and get the shovel and 30 bombs (you should have enough money by now). Go in and out of the shop repeatedly in order to make the bombs reappear.



Go to the cave in the woods and pick up the skulls to get the fourth piece of heart.



Take Bow Wow back to Madame Miaow-Miaow and then head to the Prairie.



From the start of the Prairie, go to here on the map - Richard's Villa. He will ask you to get his golden leaves in exchange for the Slime Key.



Go to the castle and then right. You'll meet Kiki the monkey. Give him the bananas and he'll help you across the gap. Also, take the stick.



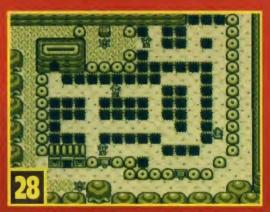
Hit this bush and go through the underground section into the castle.



Go around the castle and throw the rocks at the raven, then whack it with the sword.



Go around the castle to here and keep hitting the guard who pops out of the floor.



Go through the secret door and up the corridor, then go right up the stairs and follow this route to get to the owl.



Go in the cas-C tle and kill all of the monsters to get the third leaf.



Go upstairs and drop a bomb here to release a guard. Kill him for the fourth leaf.



Once you get to the owl, use your newly acquired shovel and dig here to get the Slime Key.

It's not over yet! Our complete solution for this ace game will continue next month (and the month after, if necessary), so look out for more Zelda antics soon. Thanks to Paul Weaver for actually playing the game from start to finish (phew!) and making it all intelligible. Sort of.



Throw a pot through this door. Move in and out against the guard, hitting him for leaf 5. Take the leaves to Richard, who'll open his secret door.



Send all your questions and codes to: Q&A, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

In TOTAL 22 we posed a question about Super Ghouls 'n' Ghosts for the Super NES. We wanted to know how to get the Super Beam Weapon (also known as the Goddess Bracelet) as quickly as poss. Well, we finally have the answer. Take it away, Gaz.

Using the level select, start the game on 7-2. Kill the guardian and the princess sends you back to the start. You can now collect the bracelet on any level of the game, providing you have the Golden Armour. The next chest you open will contain the Sun Shield. Collect that and your next power-up will be the Goddess **Bracelet. Hooray!**

Garry Terret, Sunderland



Been waiting since issue 22 to know how to get the Super Beam Weapon in doublequick time? Your wait is now over!

On Terminator 2 for the Game Boy, I can't get past level 3, the one with all the circuit diagrams. Could you help me? Philip Anthony, Surrey

We published a complete solution to T2 in TOTAL 6 which showed all the circuits you'll be faced with. We haven't got enough space to print them again, but there are only six, so you shouldn't have too much trouble mapping them. You should then be able to recognise which diagram you're faced with. Don't forget that you can pause the game when studying tracks, and that holding down SELECT will actually slow the timer. Hasta la vista, baby!

I am a bit sad at Pilotwings. I can't do the Secret Command after lesson 4. Johnathan Sperry, Bracknell

This is the first Secret Command and involves rescuing hostages. The trickiest part of this is avoiding the cannon fire. Go as fast as you can and as high as you can, constantly moving back and forth. The radar in the top left-hand corner will tell you the location of the heliport where the hostages are being held. Wait for the lock-on noise and for the cross-hair to turn red before firing your missiles - this should help you target the cannons hidden in foliage. One final word of warning: don't try to land until all the cannons have been taken out, or it's curtains!

Please help! I'm stuck on the final level of Pilotwings. During the Helicopter Rescue, I keep getting shot down, despite blowing up all the exposed and hidden gun emplacements! **Keith Murray, Cheshire**

Cheat cart codes

Action Replay codes

There's a hotline for each format, open till 5:30pm. Super NES is on 0782 745990, Game Boy on 0782 745991 and NES on 0782 745992

ACTRAISER



7E001C02 Infinite lives 7E001D08 Unlimited energy for Knight

TACTIX 7E0282FF 225 spell points

7E028808 Infinite energy for Angel 7E02A60X Gives an infinite item in Sim Mode. Change X for a letter or number (except 1-4)

BATMAN RETURNS

7E008C03 Infinite lives 7E008A63 Infinite energy

DRAGON'S LAIR

7E0FF903 Infinite energy **7E0FFB02** Infinite lives 7E0FF605 Infinite time

GRADIUS III

7E00B40D Will give you two-way missiles whenever the Action Replay is enabled

7E00B006 If the Action Replay is enabled, this will keep the option select over the shield, ready for a new one

7E007C03 Gives you unlimited lives, but don't enable the Action Replay until the game is up and running

STAR WARS



0006DF03 Unlimited lives 00073708 Infinite shields 00072918 Infinite life meter, TACTIX except if you fall

00075208 Double continues

ALIEN³

010349C3 Infinite lives **08FF4AC3** Infinite energy 043C45C3 Infinite ammo (with gun)

CASTELIAN

010246C3 Unlimited lives 079912C5 Unlimited time to complete a level

.

CRASH DUMMIES

016084C0 No time limit 01058AC0 Infinite lives

RETURN OF THE SWAMP THING

0840C7C1 Infinite energy

GREMLINS 2



0000AD06 Infinite energy 00056CFF Gives you 255 crystal balloons 00050C01 Infinite balloons

BART VS SPACE MUTANTS

00066403 Infinite lives 0004B202 Bart becomes invincible

ADDAMS FAMILY

01XX65C0 Gives you extra lives – just replace XX with any number you choose and you'll be awarded that number of extra lives. (And you'll need 'em!)



We've got a special treat for Pilotwings fans this month - a double-bill of Pilotwings Qs, and, indeed, As!

Stick at it, buddy - you get a super end-ofgame sequence, so it will all be worthwhile! The first thing anyone who hasn't reached this level will want to know is the password to get straight on to Secret Command 2 the number you require is 882943. This mission takes place in complete darkness, so the hostile cannons and gun emplacements are very tricky to spot. Chances are you haven't actually taken them all out and are getting bagged as you try and land. Pay particular attention to the foliage. Stay as high as you can when bombarding the cannons. Make sharp left and right turns to avoid enemy shots. Don't drop to the heliport until you're sure you've cleared the area.

I am writing to you because I need help on Zelda II for the NES. Please, please, please could you tell me where to find the flute. I've looked everywhere for it, but still no luck. By the way, your mag's totally brill!

Daniel Taylor, Leigh, Lancashire

Your quest is at an end. The flute is in palace 5, on level 5. You have to work your way up through the elevators. Use the magic fairies to pass the high wall and use falling blocks to form stairs. Jump up and walk through the end wall on level 4.

Could you help me on Turtles 1 for the NES. I have read your excellent guide, and have now progressed to the Technodrome, where I keep getting horribly killed. I would be very grateful if you could print a solution. Marlon May, Oxford

This is the giant tank at the end of level 5 - it's a right tough one. First, you have to disable the force field around the tank. Stop any more foot soldiers from coming out by blowing up the hatch door. Next, take out the guns. All you have to do now is wait for the eye of the cyclops to open and throw something into it. Simple. Don't forget, there's a handy cheat for Turtles which gives you infinite lives. Re-enter the first sewer, go down the ladder and grab the pizza. Do this 30 times and you're sorted.

I'm mightily tired of having to plough my way through all the levels on Rad Racer, and my friend has told me there is a level skip, but won't tell me what it is. Can

Jessica Moss, London

Glad to oblige, Jessie. After selecting your car, press B as many times as you need to from no presses for course 1 up to seven presses for course 8. Now all you have to do to go to the level you've selected is press DOWN, UP and RIGHT, followed by START.

Don't ask us - we iust work here!

Even game heroes like us don't know everything. These are some of the questions we couldn't answer. If you can help, drop us a line at the usual address.

Are there any cheats for NES Open and NES Kick Off?

Richard Shannon, Hitchin, Herts

Please can you help me on Super Turrican for the NES. I can't get past level 5-1. I have tried every route, but still can't get through to the end. Philip Quinn, Blackburn

I would kill for any cheats on Starwing. Anything decent like unlimited lives, invincibility or a level skip. There must be something. **Bill Emlyn-Jones, Southampton**

How do you beat the Spider Gremlin, the boss at the end of level 4 on Gremlins 2 for the Game Boy? George Knock, Essex

I have Street Gangs for my NES. Do you have any cheats for it, please? Steven P Jones, Clwyd

I have heard that there is a cheat for Striker on the Super NES which allows you to play league teams instead of international teams. Do you have any idea what it is? Stuart Coull. Dundee

Game Genie codes

THE MAGICAL QUEST



C22BADD5 Infinite lives C2E5D462

against most hits C23E6F65 Infinite magic DFEFOF68 Each gold coin worth

DCAED4D7 Start with 10 hearts 1B2D64A5 with 4A2D67D5 High jump 1B2D64A5 with 4D2D67D5

Mega jump 1B2D64A5 with FO2D67D5 Turbo jump

MORTAL KOMBAT

For these codes to work, you mustn't alter any settings on the option screens. For two-player games, don't alter the handicaps for either player.

C980CB94 Infinite time

DF6114DD Start on match 2 D46114DD Start on match 3 D76114DD Start on match 4 D06114DD Start on match 5

D96114DD Start on match 6 DC6114DD Start on match

with Goro D86114DD Start on match with Shang Tsung

POP 'N' TWINBEE

CBCBC4A6 Infinite health **C2AFCF6B** Infinite credits 3CCFCDA8 Infinite mini-transformation attacks **DD65340F** Heart restores health

HOOK



AAETXYZE Start with nine lives **SZNYAEVK** Infinite SZNNIEVK Infinite lives, player 2 **GXKSOIST** Infinite energy, player 1 **GXVIKIST** Infinite energy, player 2

MARIO BROS. 3

PSTIPS Mad level **OOKXGLIA** Start/stay as Raccoon **OOKXGLIE** Start/stay as Froq **XEKXGLIE** Start/stay as Tanooki **PGTIPS** Enemies cannot attack **KXKXGLIA** Indestructible Mario (cannot finish game)

BART VS THE SPACE MUTANTS

OPSYVUGA Floating jump PAXNGYAE Get one extra life for every coin

PAUZNTA 87 Coins and an extra life for every coin picked up

PROBOTECTOR



091-82F-E62 Start with nine lives 051-87F-E6A Start on TACTIX any level from 1 to 4

051-8CF-E6E Start on level 5 216-CDA-4C1 Infinite lives

PIT FIGHTER

008-6DA-B30 No loss of energy for either player

098-19D-E6A Sets opponent's energy (second letter in code) 00E-1EB-A22 More moves and more power

00A-549-E6E Infinite moves

NEMESIS (UK)

007-42D-D51 Everlasting super-shield C9D-D7E-081 Invincibility

LOONEY TOOMS

008-9CF-E6E Infinite time 028-9CF-E6E Faster timer 00B-02E-E6E Infinite lives 091-ECF-E62 Start with nine lives

We're always on the lookout for new Action Replay and Game Genie codes. If you know any codes, send them to us!

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Reader ads

Buying? Selling? Swapping? Just want to see your name in print? It's all happening in Reader Ads.

Sales

• For sale, Neo Geo with two joysticks, World Heroes 1 + 2, Last Resort and Art Of Fighting. Please note, one button on player 1 side doesn't work, £450

Tel: 0246 822441

- Super Mario Land 1 2 and Rattletoads (GR) £15 each, boxed with instructions. Ask for lan. Tel: 0270 73273
- Hey, listen, I will swap my Nintendo with four games for Super NES, or will sell for £65. Tel: 071-602 3539
- Game Boy with seven games (four boxed), two-player lead, headphones, mains adaptor, special game screen and carry case, worth £250, will sell for £120 ono. Ask for Peter.
- Tel: 081-467 3512
- NES, four joypads, Advantage, cleaning kit, Game Genie, Mario 1 + 3, £172 ono. Call after 4:30pm. Ask for Chris.
- NES with 12 games, inc. Mario 3, Battletoads and Micro Machines. Worth £350, sell for £200 ono. Phone after 6pm and ask for Neil. Tel: 0243 864814
- I'll swap Maniac Mansion for an NES Action

For sale, NES, leads, two joypads, £20, games SMB1, SMB2, Solstice, Top Gun 2, Captain Skyhawk, Marble Madness, Game Genie, £20 each, Game Caddie £5. All for £140 ono.

Tel: 021-444 5553

Replay, or sell for £30 with manual and two cheats. Also wanted, information on English Terminator 2 Fan Club.

Tel: 061-798 5188

 Game Boy, GB carts, NES carts and mags at very low prices. Write with sae for list to:

Gavin Hogg, 147 Bolton Hall Road, Bolton Woods, Bradford BD2 1BQ

It's too good to miss!

- Super NES carts, Super Star Wars £32, Street Fighter II £35, Robocop 3 £15. Game Boy carts, Robocop £5, Dragon's Lair £5.
- Tel: 0437 767868
- NES for sale, vgc, two joypads and Zapper, four games, SMB1, 2, 3 and Duck Hunt, £60 ono for quick sale.
- Tel: 0622 75094
- Game Boy for sale, five games and Game Genie, excellent condition, £100.

Tel: 0524 271459

 NES for sale with five games, including Micro Machines and SMB3, plus Zapper and two control pads, £85 ono.

Tel: 0296 714100

 Yol I am selling 30 Spectrum games, some boxed, for £15. What a bargain!

 UK Super NES and 11 games, including Street Fighter II, Mario Kart, Super Soccer, Game Genie and more, worth £700, sell for £575 and free magazines for right caller.

Tel: 081-969 3421

- Six Game Boy games for sale, including Mario 1, Solar Striker, Paperboy 2, T2 and Motocross Maniacs, between £10-15 each, and Turtles, £8.
- Tel: 0621828026
- For sale, Game Boy with 31-in-one cart, 10 good games, Game Genie, all leads and cases,

will sell for £150 or swap for Game Gear complete with games.

 Game Boy for sale. Comes with WWF1, Super Hunchback, Tetris, carry case, mains adaptor and recharger, only £100 ono.

Tel: 0727 839717

 Game Boy for sale, with six games, game light, four-player adaptor, all for £60, boxed. Ask for Mark, 3:30-9pm

Tel: 0273 413945

 For sale, NES games, Super Mario Bros, 2 £21. McDonaldland £21, Silent Service £21, Gauntlet 2 £11, Super Star Wars £21 and Mario And Yoshi £11, or all for £95.

Tel: 0734 560640

 NES with three games, Mario 1, Addams Family 1, Donkey Kong. Sell for £130. Excellent condition. Ring from 4:30 to 7pm

Tel: 0504 741236

- TOTAL issue 1. Reasonable offers accepted. Tel: 091-534 5776
- For sale, SNES Super Mario World Pack + Pilotwings and Desert Strike, all UK PAL and all boxed, £125 ono. Can be sold separately.

Write to: John Hugheson, 50 John Kennedy Hse., Rotherhithe Old Road, London SE16 2QE

 Super Scope for sale, excellent condition, still boxed with games bought with it., £40.

Tel: 0594 543815

- For sale, NES games, Turtles £15, Mega Man 2 £25, Marble Madness £15 or all for £50. Also for sale, Game Boy WWF2 £15. Ask for Anna. Tel: 091-536 3167
- UK NES for sale, includes all wires, game/TV box and nine games (Including SMB1, Turtles, Tiny Toons, Gremlins 2 and Pro Wrestling), has two controls and Zapper. Worth £190, sell for £100 ono.

Tel: 081- 428 9665

 Game Boy, earphones, Game Link and Nuby carry case and games, Mario Land 1 and Mario Land 2, Spider-Man, Bart Simpson's Escape From Camp Deadly, Tetris, and Turtles 1 and 2 (seven games), £85. Ask for Adrian.

Tel: 0322 284047

NES for sale, two controllers, one NES Advantage joystick, one Zapper gun, seven games one game unboxed without instructions, £140.

Tel: 0293 517324

 NES game system, Zapper gun, six or eight games, two control pads (sorry, not in box). Sell for £100.

Tel: 0384 412393

 Super bargain, NES + Zapper and 18 games, worth £550, going for £240!

Tel: 0223 871660

 UK Super NES plus two control pads and 17 UK games, including Starwing, Desert Strike, UN Squadron, Super Mario Kart + World, Aguri Suzuki F1, Zelda, etc., whole lot £500, will consider selling games + Super NES separately. Phone between 7am and 5:30pm.

Tel: 071-403 6111

 Super NES, ASCII pad, StarFox. Zelda. Contra III, Street Fighter II, Sim City, £235 ono. Excellent condition.

Tel: 071-916 4185

 Game Gear, eight games, mains adaptor, £50 ono. Super NES, five good games, Game Commander joypad, Action Replay, £200 ono.

- Super Probotector for sale, game and box in perfect condition, like brand-new, only £35.
- Super Tennis UK £35, Street Fighter II UK £35, Zelda III UK £30. US Games, Wrestlemania £30. Super Ghouls And Ghosts £30, Tiny Toons £25,

Mario Kart, SMW, Super Adventure Island, worth £200, selling for £170.

Tel: 0436 76966

- NES Game Genie £15, two game holders £10, Intruder 5 Joystick £20 and Flight Grip £10, or swap for Game Boy or good Super NES game.
- For sale. Super NES with seven games and scope plus two converters and three joypads,

Tel: 081-571 6063

- US Street Fighter II Turbo. Unplayed,
- Game Boy, 12 games, battery pack, Action Replay and more, worth £400, will sell for £200. Super NES games as part exchange acceptable.
- NES for sale, including Four-score, four joypads and 10 games, inc. SMB3, Kick Off and Micro Machines, only £120, all boxed, will sell games separately. Great Christmas present.
- GB games for sale! Castlevania Adventure, Spider-Man, Ghostbusters 2, Terminator 2 and Princess Blobette, all £12 each.

Tel: 0491 838814

£15, Rainbow Islands £20, Mega Man 2 £18, Olympus £15, Solar Jetman £12.

Tel: 0376 563518

 NES for sale with two controllers, Super Mario Bros., Duck Hunt and Solstice, £30.

Tel: 081-892 6905

- Land, Gremlins 2, case and earphones, £55.
- For sale! Terminator 2 (GB) game for £15, instructions and box included. Phone after 6pm and ask for Shun Lai.

 All issues of TOTAL and GamesMaster magazines, in excellent condition.

Tel: 0276 21163

two joypads, price £300 ono.

Tel: 0233 620494

including Dr Franken, Mickey Mouse, Addams Family, plus Nuby carry case, worth £235, yours for £130 or swap for Super NES with two joypads and at least two games (if poss Mario Kart). Phone Robert. Must be Essex area.

 Bugs Bunny 1 and Super Mario Land for sale, £15 each or swap for Lemmings, Dr Franken or Faceball 2000. Good condition with booklets.

Tel: 0794 390479

 For sale! Super NES games, Mickey's Magical Quest, Super Kick Off and Prince Of Persia, £25 each or £75 the lot.

Tel: 0676 41222

Tel: 0926 640997

- NES for sale with eight games, including SMB1, 2 and 3 and Maniac Mansion etc., £150. Tel: 0753 866964
- or £6 the lot. Mint condition. Also wanted, SFII, will pay £20, and SMB4, will pay £15.

Tel: Horsham 272122

 NES for sale, four games, four joypads, Four-Score, £70 ono.

 Alien¹ (UK SNES, good condition) for £30, or swap for Mickey Mouse, Another World, Super Tennis, Desert Strike or Striker,

Write to: Matthew Robinson, 111c

Belvedere Rd, Upper Norwood, London SE19 2HY

 NES for sale, two control pads, four games, including Mario 3 and Micro Machines, boxed and as new, all in good condition, £80. Phone After 5.30pm.

Tel: 0222 842171

 Super NES, boxed and guaranteed, two keypads (one a Pro Pad), five games, very good condition, £170 ono. Phone after 7pm and ask for Phil.

Tel: 0934 627533

• For sale, UK NES games, Boulderdash, Chip 'n' Dale, Silent Service and Rad Racer, all boxed with instructions included, £20 each.

- NES, good condition, seven games, including Micro Machines, £150. Ring Martin, weekdays. Tel: 0344 776894
- Super Famicom (Jap), SCART with JB King controller + 11 games and adaptor, £300. PC Engine GT/Turbo Express + three games, £150. All mint condition and boxed.

Tel: 081-449 0082

 Super NES games for sale, Mickey's Magical Quest £30, Starwing £30, excellent condition. Ring Mike after 4pm.

Tel: 081-646 6791

Tel: 081-642 7025

 Master System with 13 games for sale at £180. Original price paid, £380.

Tel: 0590 5753541

Amazing deals: Super NES Street Fighter II for 25 quid unboxed, Pilotwings for 25 quid unboxed. Ask for Jamie, weekdays, after 4pm.

Super NES with two games, SFII and Super Probotector with special joypad, for sale, £120. Tel: 081-642 7025

- For sale, Amiga 600, 50 games, two controllers, one mouse, Disk Bank, printer. Only three months old, hardly used, only £300 ono. Tel: 091-483 8825
- Game Boy with 12 games, AC adaptor and carry case, Alien', Prince Of Persia, Dr Franken, Bomber Man and more. Accessories included. Worth £360+, will sell for £160 ono.

Write to: Matthew Robinson, 111c Belvedere Rd, Upper Norwood, London **SE19 2WY**

 SNES for sale, four games, SFII, UN Squadron, Super Kick Off and Super Strike Eagle, two joypads, all boxed, for £200.

Tel: 0995 811771

 Want TOTAL issues 1-7? Perfect condition, £30 for set. Also, N-Force issues 1-2.

Tel: 0623 870377

For sale, Amiga 500 with 250 games + utilities and second disk drive. Also inc joystick and mouse, £200.

Tel: 0883 652332

SNES game, Street Fighter II, for sale, excellent condition, as new, £45 ono.

Tel: 0384 233630

TOTAL issue 1, 2, 3 and 4, £5 each or £15 the lot. Also, 25 assorted other computer mags, £5. Phone Michael after 4pm.

Tel: 041-641 3261

 Laser Scope for NES, £12. NES game, Ghostbusters II, £15 or swap for Rainbow Islands

- Tel: 041-644 1573
- or will swap for Street Fighter II Turbo.

Tel: 0553 765712

Super NES for sale with controllers, SFII, Super

- Tel: 0737 763248
- £200 ono. Phone after 8pm.

- unwanted present. Sell for £60. Ask for lain. Tel: 0244 375455
- Must be able to collect. Call Tom.

Tel: 0329 825215

- Tel: 0403 264926
- For sale, NES games, Battletoads £20, Turtles Probotector £10, Kickle Cubicle £10, Battle Of
- Game Boy for sale with Tetris, Super Mario
- Tel: 081-761 1132

 Brand-new Super NES with five games, including WWF Royal Rumble and Alien³, plus

- Game Boy for sale with eight games,

 Super Soccer, Smash TV, Lemmings, F-Zero (UK), Street Fighter II, Wrestlemania (US), £25-30. TOTAL issues 1-15, £4-8.

Super Pro, numbers 4, 6, 7 and 8, £1.50 each

Tel: 0869 346554

 NES for sale, seven games, including Krusty's Fun House + NES Golf, two joypads + gun, boxed. Will sell separately, £180 ono.

Tel: 081-859 4683

 Game Boy for sale, six games, adaptor, case, good condition, worth £150, sell for £85 ono. Phone Martin.

Tel: 081-428 3950

Commodore 64 for sale, near-perfect condition, inleudes two joysticks, over 20 games (eg Turbo Outrun, Batman, WWF Wrestlemania), All also in near-perfect condition, worth £160. sell for £110 ono. Phone and ask for Guy.

Tel: 081-660 5603

 NES for sale, + three joysticks, inc. NES Advantage + 13 games, inc. SMB3, Double Dragon, Batman, Gauntlet II, etc., all items boxed, full instructions, vgc, £120.

Tel: 0622 862539

 NES for sale, unboxed with four games, Bayou Billy, Tennis, Golf and Punchout, one joypad, adaptor leads and plug. Excellent condition, £70 ono. Phone after 4pm. Ask for Wayne. Tel: 071-251 4195

 Game Boy with nine games, including Mortal Kombat and Mario 2, Magnilight, all boxed with instructions, £150.

Tel: 0732 833376

 Spectrum ZX+2 Sinclair for sale, three joysticks included, 200+ games (tape), worth £200 but will sell to you for £125 ono.

Tel: 0283 219315

 SNES games for sale! Alien3. The Addams Family 2 (Pugsley's Scavenger Hunt) and Zelda III, all games £20 each. Ask for Fraser.

Tel: 041-942 2842

 Boxed Nintendo (NES), Zapper, two joypads, 14 games, SMB1, Low G Man, Lemmings Dragon's Lair etc., £230 ono. Ask for Paul.

Tel: 0935 841582

 NES + 10 games, Dizzy, Duck Tales, SMB1, 2 + 3, Zelda II, Little Nemo, Donkey Kong, Mega Man 3, Bubble Bobble, all games boxed and manuals, mint condition, £120.

Tel: 0302 350375

Swaps

• Wanted, UN Squadron for my Super NES. In return I will give you Wrestlemania and Spider-Man/X-Men, two for one. Must include instruction booklet

Tel: 0532 672680

 SNES swap, my Spider-Man And The X-Men for almost any other game. Phone Peter. Tel: 0247 2734410 | will swap Home Alone, Bugs Bunny, Track Meet, King Of The Zoo for any other Game Boy games. Not boxed. Tel: 0202 6915100 I have Smash TV (TOTAL 93%) for Super NES. I will swap for Striker or NHLPA Hockey.

Tel: 081-892 9205

• I will swap Lemmings for NPHLA Hockey '93 or Super Mario Kart for Desert Strike, Super NES (Japanese version).

Tel: 081-540 0461

I will swap Batman, Low G Man, Top Gun, Super Mario 2 for Super Mario 3, Wrestlemania Challenge, Monk's Quest or Mega Man 3. Tel: 021-704 1607

I will swap Super R-Type for the SNES (American) for almost any game or will sell for £25. Ring after 4:30pm.

Tel: 0532 520370

 SNES. Will swap my top games, Tiny Toons, Super Mario Kart, Cybernator, Starwing, Super Aleste, BOB (USA version) for Axelay, Bubsy, Mario All-Stars, Lost Vikings, Mortal Kombat, UN Squadron or any other game (will accept USA/Jap). Ask for Charles.

Tel: 0737 844738

 Wanted, Desert Strike for SNES. Will swap Alien' or Street Fighter II.

Tel: 0924 265062

Swap my Ultima, Solomon's Club, Bugs Bunny 2 for Final Fantasy 2 or Battle Of Olympus. Others considered. Game Boy only. Phone Jim. Tel: 0506 670557

 NES swap, will swap Castlevania II for SMB2 or Duck Tales or sell for £20.

Write to: Richard, 8 Medwin St, London

 SEX! Now I have your attention, I have SFII on the Super NES and will swap for a good game.

Ask for Keester

 Golf, Paperboy, Super Mario Land, Robocop, Best Of The Best, R-Type, Prince Of Persia, all for the Game Boy, sell or swap. Call George after 5pm.

Tel: 071-821 5174

• SNES Swap. I will swap my Bart's Nightmare or Super Tennis, both boxed and with instructions, for Alien' or any other game. I will sell either for £30 each.

Tel: 0707 658637

I would like to swap Dragon's Lair for either Starwing or Royal Rumble. If you are getting tired of them then call me after 6pm weekdays. Tel: 0428 684656

I would like to swap my NES, with two control pads, one joystick, Zapper and four games for a Game Gear, with accessories and TV tuner if possible.

Tel: 0706 57082

• SNES Street Fighter II for sale, £25, Desert Strike, £25 ono, or will swap for Sim City, Tiny Toons or Super Swiv. Phone Chris.

Tel: 0297 445453

 Wanna swap SNES games? I will swap my Another World or Zelda III for your Mortal Kombat. Excellent or what?

Tel: 0294 212689

• Want to swap Chip 'n' Dale for Tiny Toons (NES)? Ring after 5pm.

Tel: (Swansea) 586579

 NES, Will swap Star Wars for NES Open Golf. Also swap Terminator 2 for Ultimate Air Combat, and Donkey Kong for Turtles. Instructions only and box for Donkey Kong. Tel: 051-420 3997

• Swap GB games for SNES game. Alien³, Tennis, Dynablaster and Faceball 2000 for any good SNES game. All games in good condition. Write to: Matthew Robinson, 111c

Belvedere Road, Upper Norwood,

London SE19 2HY • I will swap my UK Starwing for your Super NES UK version of Pilotwings. Ask for Craig.

Phone after 6pm. Tel: 0294 68232

• I will swap a SNES, two control pads and three games for an Amiga 600/500+ and games. Tel: 0382 89368

 NES swaps. Will swap Mega Man 3, Bart Vs Space Mutants for Battletoads, Snake, Rattle 'n' Roll, Micro Machines, Tiny Toons.

Tel: 0323 897941

• I will swap my NES with 10 games, Game Genie, for SNES with SFII + one other game if possible. Ask for Gareth after 4pm.

Tel: 061-737 4753

 Swap Zelda III for your Super Bomber Man or Super Probotector or Actraiser. Ask for Ben. Tel: 0623 871479

 SNES swap. Dragon's Lair or Pilotwings for Super Tennis, Super Star Wars, SFII Turbo or

Alien³. Also consider sale.

Tel: 0473 788570

• NES swap, Turbo Racing, bosed, Mega man 3, boxed. Chip 'n' Dale, boxed, Bart Vs Space Mutants, boxed, Turtles, Kung-Fu, unboxed, swap for any decent game.

Tel: (Seaford, E Sussex) 897941

Wanted

 Wanted urgently, issue 11 of TOTAL. Will pay up to £5. Phone between 3-9pm.
Tel: 0902 726913 (answerphone)

 Wanted! Tiny Toons (UK) or Super Bomber Man with instructions for SNES. Will pay about £30. Phone evenings, ask for John (or Dad). Tel: 0670 515806

Wanted, SNES, NES and Game Boy games, All games considered. Please quote price. Write to: Marc Dermody, 115a Plumstead,

High Street, Plumstead, London SE18 15E Super Nintendo and Sega Mega Drive games

wanted. Will pay good price for recent games or will swap some. Tel: 0527 32230

Wanted, SNES games, will pay up to £25. 80 carts for swap from £5. Phone Brian after 2pm.

 Wanted, NES Open Golf game, good price paid if in good condition. Phone Shirley. Tel: 0392 211817

Pen Pals

Hi, I'm Peter and I want lots of pen pals (m + f) aged 12-14. Must own NES and/or Game Boy. Photo if possible. Reply to all.

Write to: Peter G Jones, 25 Bro-Rhos, Bethel, Caernarfon, Gwynedd LL55 1AO

 I'm looking for a pen pal, any age, must be into NES, not sensible if possible, m or f. Write to: Daniel Fletcher, 188 Bedford Road, Birkenhead, Merseyside L42 2AT

 Hi, my name is James. I'm looking for a boy pen pal aged nine or 10. I am nine years old. Photo if possible.

Write to: James, 17 Chartwell Drive, Lisvane, Cardiff CF4 5EZ

Hi, I'm Christine and I'm looking for a pen pal, male/f, aged 11 to 12. Reply to all letters. Write to: Christine Finnegan, 14 Chatham Street, Edgeley, Stockport, Cheshire SK3 9FD

 Hi, I'm 17 and looking for some pen pals. male or female, aged 15-20. Interests include Star Trek, consoles and football.

Write to: Paul Benson, 17 West Doura Avenue, Saltcoats, Ayrshire KA21 5NS

Hi, Steph here. Looking for a pen pal, m or f, aged 4-100, likes Super NES, NES, SFII, Mortal Kombat, hates Sega. Reply to every letter. Ta-ta, dudes.

Write to: Stephanie Allman, 41 Howard

Road, Ashmore Park, Wednesfield, Wolverhampton, West Midlands WV11 2FY

I am 13 years old. I would like a pen pal, m/f. who likes computers, aged between 1-14 years old. Photo if possible.

Write to: Elaine Canter, 16 Bradburn Road, Wakefield WF3 30P

Hi, my name is Ollie. I'm looking for a pen pal, m or f, any age, must like computers and consoles, 100% replies to all letters. Write to: Oliver Smith, 34 St Saviours Rd.

St Leonards-on-Sea, East Sussex

 Hello, everyone out there, I am a 16-year-old who wants someone to write to, any age, anywhere in the world, owning a Game Boy and an NES, can be m/f. I like most sports and music. Write to you soon, John,

Write to: John Thatcher, 50 Paulton Rd, Midsomer Norton, Bath, Avon BA3 2QP

Yo, I would like a pen pal. I am aged nine, have a Super NES, favourite game Starwing. Write to: Sean M Cleary, 8 St Charles Square, North Kensington, London W10 6EE

Messages

• Matt, many the Appletize, but can he walk unaided grasshopper? Good luck at uni. From Doggz Nige.

Happy birthday, Steven! Lots of love, Mum, Dad, Von, Dani, Nicole and Jasper.

Hi, Chris, it's Michael Hunter here and Nintendo is much better than Sega! And hi to Shuggy as well.

I'm really bored and I wanted my name in a smart mag, so here it is: Chris Wood.

Fanzines

 Join the best games club on the planet! We've got tips/cheats, game swaps/sales and loads more. For free info, send stamped, addressed envelope to:

PO Box 124, Sheffield S31 8ZT or Tel: 0274 584809

• For sale, wrestling videos (WWF), £7 each for 2-3 hour videos. £5 each for 1 hour videos. Wrestlemania IV, £10. Also, Street Fighter II video, £3.

Tel: 0932 862076

• Do you want a cassette with cheats on it for Super NES, NES and Game Boy? Then send a £1 coin, a blank tape and a second-class stamp, all in a jiffy envelope, to: Cheatape '93, 87 Greythorn Drive,

Westbridgford, Nottingham NG2 7GB

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pen pals)	

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(Get your parent to sign if you're under 16)

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Action Replay even works as an adaptor so you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console.

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GAME CENTRES

A guide to Super puzzle games

SPINDIZZY WORLDS 91% (Issue 14)



Guide GERALD the gyroscope around the mazes in this arcadey puzzle game with 27 tough levels and clear and colourful graphics. A game bursting with variety - there's something here for everyone.

TRODDLERS

87% (Issue 20) Build a path for the cute little fellahs and try and guide them to the exit. Awful graphics but addictive Lemmings-like gameplay and lots of challenge

LEMMINGS

81% (Issue 10)

The groovy classic comes to the Super NES, complete with suicidal green chaps and brain busting gameplay.

KRUSTY'S SUPER FUN HOUSE

80% (Issue 8)

The cynical clown from The Simpsons chases rats around his sinister 'fun house' in this great Lemmings-style puzzler.

YOSHI'S COOKIE 73% (Issue 23)



Simple and addictive Tetris clone featuring lines of yummy biccies. Lots of fun, but the two-player option is confusing

COSMO GANG: THE PUZZLE 69% (Issue 19)



Basic-looking puzzle game which is very similar to Tetris and suffers in comparison. Nice two-player option, though.

KA-BLOOEY

69% (Issue 13)

A challenging enough puzzler, but the graphics and sound don't really use the Super NES

The definitive guide to Nintendo games (and what we think of them)

Don't know what game to buy next for your Nintendo? Can't remember which games we raved about and which games we hated? You'll find every game we've ever reviewed right here in TOTAL Recall.

To make it easier for you to see at a glance which games are worth buying, we've highlighted in red the games which get a TOTAL rating of 85% or higher.

Super NES

THE ADDAMS FAMILY 70% Issue 8 Slick, good-looking arcade adventure which is a hell of a chal-

AGURI SUZUKI FI SUPER

AMAZING TENNIS 33% Issue 15 controls are tragic. Absolute rubbis ANOTHER WORLD 74% Issue 12

licence but an average platformer.

AXELAY 81% Issue 11 Very pretty BASEBALL SIMULATOR 1000 RATTLE CLASH 28% Issue 12 BATTLEMANIACS 68% Issue 22

don't make up for the monotony. BART'S NIGHTMARE 53% BLAZEON 28% Issue 10 A sad side

BLAZING SKIES 42% Issue 12

BLUES BROTHERS 68% Issue 19 could have been a classic, but it's too unorliginal and too bilimmin' easy.

B.O.B. 70% Issue 18 A funny, cute and appealing platformer, but it's just not varied enough.

BOMBER MAN 93% Issue 19

BULLS VS BLAZERS 52% Issue 20

CADTAIN AMERICA 31% Issue 23 CALIFORNIA GAMES II 31%

THE CHESSMASTER 79% Issue 21 CHUCK ROCK 61% Issue 14 A very

COSMO GANG: THE PUZZLE 69% CYBERNATOR 83% Issue 19

DEAD DANCE 67% Issue 18 A beat

DEATH VALLEY RALLY 75%

DINOSAURS 55% Issue 11 Big, pretty and playable enough, but it's D-FORCE 67% Issue 10 This vertical scroller looks basic, but it might keep you amused for a while.

DRACULA 46% Issue 22 Primitive

graphics and uneventful gameplay. A

DRAGON BALL Z 24% Issue 21 DRAKKHEN 64% Issue 14 An RPG

EVIL SWORD MA KENDO 56% which is too easy and too basic.

F1 CIRCUS 64% Issue 10 Loads of P1 EXHAUST HEAT 59% Issue 12
Nice Mode 7 racetracks but the game F1 POLE POSITION 84% Issue 22

FAMILY DOG 47% Issue 20 A real

FIRST SAMURAI 80% Issue 21

GEORGE FOREMAN'S KO BOXING 8% Issue 21 All you here is stand in the middle of with a nice mix of killing and puzzle
GOLDEN FIGHTER 34% Issue 20 GP1 60% Issue 22 Fairly decen

Although this only has 18 holes, the smart Mode 7 graphics make up for it HOME ALONE 2 53% Issue 13 empty and contains nothing new.

HOOK 60% Issue 11 If you liked the JACK NICKLAUS GOLF 59%

JAMES BOND JUNIOR 42% DE 'N' MAC: CAVEMAN NINJA

KA-BLOOEY 69% Issue 13 A taxing puzzler, but not really worthy of the

KIKIKAIKAI NINJA 76% Issue 17 KING OF THE MONSTERS 41% RUSTY'S SUPER FUN HOUSE House', but an atmospheric puzzler.

LAGOON 79% Issue 22 Nicely struc

LAS VEGAS STAKES 20% Issue 21

LEMMINGS 81% Issue 10 The squil-LETHAL WEAPON 84% Issue 16

MARIO ALL-STARS 99% Issue 21

MARIO IS MISSING 92% Issue 21 and educational Engrossing stuff.

MARIO PAINT 48% Issue 10 A

MORTAL KOMBAT 70% Issue 21 lacks gameplay and variety.

MUSYA 59% Issue 8 Dull Oriental NBA ALL-STAR CHALLENGE 48%

hockey sim which plays wonder the MIGEL MANSELL 71% Issue 22

NOLAN RYAN'S BASEBALL 68%

OUT TO LUNCH 71% Issue 23 Cute- and addictive platformer which is too unoriginal and uncontrollable. PAPERBOY 2 32% Issue 10 Almost as bad as doing the real thing and just as tedious as Paperboy 1.

PGA TOUR GOLF 69% Issue 11

PLAYER MANGER 60% Issue 22 type, but it's still for fanatics onl POOL 82% Issue 23 Good ball that's a lot of fun but won't last lo POWER ATHLETE 28% Issue 14

cack. The graphics are appalling.
POWERMONGER 70% Issue 19 PRINCE OF PERSIA 84% Issue 9 PRO BASEBALL LEAGUE '93 79% ssue 18 Good, realistic sim, www. Manga-style graphics and a great two-

PRO QUARTERBACK 33% Issue 16 make it as an American footy sim.

PUSH OVER 68% Issue 13 Tricky RAMPARTS 68% Issue 20 Th

RANMA 1/2 PART 2 68% Issue 16 ike part 1, with a few bits added REN AND STIMPY 24% Issue 23

high-speed gameplay, ROBOCOP 3 37% Issue 12 A major disappointment. Poor graphics and

RUN SABER 60% Issue 21 graphics hut

SEPTENTRION 80% Issue 21 intriguing plot and complex puzzles SKÜLJAGGER 61% Issue 13

A friendly baseball match to introduce the new TOTAL members, we thought. Hmm...



The TOTAL art team have a professional discussion about magazine design.



New staff writer James Binns is already proving to be a bit of a pane.



TOTAL tips guru Paul Weaver feels that Frank isn't paying him enough.



Will James reach first base with fellow newie Dane? Who knows?

Dream on!

The TOTAL team love Christmas. With the big day rapidly approaching, they're all busy writing their letters to Santa, with joy in their souls and hope in their hearts.

WHAT THEY WANT FOR CHRISTMAS

FRANK: This Christmas 10 million turkeys will be slaughtered.

Frank wants a slice of the action... With stuffing.

CHRIS: A private screening room would be nice, along with 35mm prints of his favourite films.

JAMES: World peace and freedom for all the oppressed peoples off this beautiful planet. Oh. And some new socks.

DANE: Her needs this Christmas are simple: she craves some glamorous new clothes and a hunky man.

WHAT THEY'LL GET FOR CHRISTMAS

FRANK: A stale sandwich containing a curled-up piece of lettuce and a slice of mouldy ham recovered from behind the fridge. CHRIS: A Viewmaster bundled with a copy of Lassie Come Home and The Black Hole.

JAMES: A hangover and another two inches on his waist. Funny, that's exactly the same as he got last year.

DANE: She'll have to make do with a day out with Frank at the local branch of Oxfam.

SPANKY'S QUEST 54% Issue 12 An okay platformer, but it's hardly

SPIDER-MAN AND THE X-MEN may enjoy this, but even with Spider

REET FIGHTER II TUMBO

STRIKE GUNNER 51% Issue 12

Simply the best footy game available for the Super NES at the moment.

SUMO 34% Issue 20

SUNSET RIDERS 78% Issue 23 A

SUPER ADVENTURE ISLAND

Fast and good-looking, but the game play is repetitive and limited.

SUPER BATTER UP 49% Issue 18 Cack-looking, uncontrollable and

SUPER BIRDIE RUSH 48% Issue SUPER BUSTER BROS. 57% SUPER DOUBLE DRAGON 61% other DD games there's no challeng SUPER CONFLICT 69% Issue 18 limited but still fairly compel SUPER F1 HERO 51% Issu SUPER F1 GRAND PRIX 56%

SUPER F1 GRAND PRIX PART 2

Issue 22 Competent sim with cute graphics, but too basic to compete with the big guys of Super NES tennis

SUPER FIRE PRO WRESTLING 2

and generally crap. Like the original SUPER GOAL 33% Issue 18
Definitely the worst SNES footy gam

SUPER NBA BASKETBALL 74% Issue 18 Despite having official NBA backing, this won't grab you if you're

SUPER OFF ROAD 53% Issu

SUPER PLAY ACTION FOOTBALL 33% Issue 11 Far too complex an uncontrollable for novices. Try Joh

SUPER PUTTY 80% Issue 23

for a while but not really worth it.

SUPER SHANGHAI 49% ISSUE 20

Oriental puzzler that's fun and interesting but not worth more than £5.

SUPER SMASH TV 524 Jan.

SUPER STRIKE EAGLE 38% Issue 19 A cross between Afterburne and a flight sim. A nice idea, but sadh

Great visuals, a choice of teams and flexible controls, but it's unrealistic. SUPER SUMO 36% Issue 20 SUPER SWIV 83% Issue 16
A classic Super NES top-down bla
Be warned – It's incredibly tough

SUPER VOLLEY 2 26% Issue 19 looks and sounds great.

SYVALION 20% Issue 16 This is

utter crap. Don't buy it. **TAZ-MANIA** 55% Issue 20

Fast and colourful race game that is

stupidly tough and soon gets boring.
THE MAGICAL QUEST STARRING MICKEY MOUSE 81%

but it's just another golf sim, and it's dull TERMINATOR 55% Issue 17

below-par gameplay. What a waste TOM AND JERRY 49% Issue 17 What a waste of the licence. Lifeless poorly designed and unimaginative.

TOTAL CARNAGE 74% Issue 23 Ropey conversion of the excellent coin op. Speed and graphics aren't really up to scratch.
TOYS 7% Issue 22 This game is

TRUE GOLF CLASSICS 72% Issue 11 if it's a realistic rather than playable golf sim you're after, give

TURTLES IN TIME 63% Issue 10 ULTIMATE FOOTBALL 71% ISS looks good but is too haphaz ULTRAMAN 26% Issue 11

UNCHARTED WATERS 42% issue 18 A strategy game with lots of trading and a few bits of dull combat.

WARP SPEED 31% Issue 18

WORLD CLASS RUGBY 65%

VWF2: ROVAL RUMBLE 83%

sue 19 A better game than the riginal, with lots of good, straight XANDRA'S RIG ADVENTURE

41% Issue 18 Cute graphics, but this platformer is very basic and you'll get bored very quickly.

XARDION 27% Issue 9 Everything

naff. Avoid like the plague.

X-ZOME 70% Issue 16 The best
Super Scope blasting game to be
released so far.

ssue 23 Biccl puzzle game, make ines and do the business. Good fun YOSHI'S SAFARI 69%

Issue 23 Fab little racing game, though too simple. Excellent Super Scope option. ZELDA III: A LINK TO THE PAST

USES 97% Innun 22 Filmin

Game Boy

Issue 9 Loads of levels and smooth clear graphics. Unfortunately lame

ADVENTURE ISLAND 2 40% 9 Dull, samey and easy plat-You'll finish it within a couple

THE ADVENTURES OF ROCKY AND BULLWINKLE 39% Issue 13
One of the naffest platform collect
'em ups ever to hit the Game Boy.
ALFRED CHICKEN 17

ALIEM³ B3% Issue 17 Big, eerie and rock 'ard arcade adventure. Much

better than the movie.

ASTEROIDS 55% Issue 5 The simple but compulsive blaster of old just isn't but compulsive blaster of old just isn't the same on the Game Boy. ASTERIX 74% Issue 20 A tough but

THE AMAZING SPIDER-MAN
68% Issue 3 Lots of web-throwing
and beat 'en up sequences make this

BALLOON KID 76% Issue 3 A cutesy little adventure providing excellent hazard-dodging fun. BARBIE 45% Issue 21 Pukey plot, over-sensitive collision detection and dull gameplay. Yuk

BART VS THE JUGGERNAUTS
45% Issue 12 Mildly entertaining at
first but then utterly frustrating.
BATMAN 80% Issue 1 A tricky little m shoot 'em up. Small graphics but speedy action.

EATMAN: RETURN OF THE JOH

BATTLESHIPS 23% Issue 14 The Game Boy version of the pen-and paper game. Boring and pointless.

BEST OF THE BEST 38% Issue 18

BLADES OF STEEL 60% Issue 6 graphics but big and varied levels. **BO JACKSON** 76% Issue 22 This cart has a baseball and a US footy game on it, and they're both decent. BOULDER DASH 89% Issue 3

BOMB JACK 84% Issue 12 some tastes, but still great fun.

BOXXLE 69% Issue 9 Looks simple

refined puzzle-solving than this.

BRAIN BENDER 77% Issue 11

A fun and fiendish puzzler with a challenge that will last for ever. **BUBBLE BOBBLE** 68% Issue 6 Terrifically addictive platform action Passcodes make it too easy, thou SUBBLE GHOST 22% Issue 8 could have been fun, Sadly, it ain't.

BUGS BUNNY 43% Issue 1 This
game has 80 levels, but sadly they're

BURGER TIME DELUXE 71% ISSUE & Maybe a bit too simplistic, but still an addictive, if odd, platformer.

CASTELIAN 75% Issue & Simple, frustrating and addictive. Could annoy rather than enthrall.

CASTLEVANIA ADVENTURE

CAESAR'S PALACE 60% Issue 6 None of the five gambling games here requires enough skill.

CENTIPEDE 68% Issue 5 Basic but tough and addictive. Fun to zap away

CHASE HQ 50% Issue 20 Dated and

CHOPLIFTER II 80% Issue 6

COOL WORLD 39% Issue 19

DAEDALIAN OPUS 45% ISS DARKWING DUCK 76% Issue 18

are too few and too easy.

DAYS OF THUNDER 73% Issue 4

it ain't that fast. For racing fans only.

DOUBLE DRAGON 2 77% Issue 4 DOUBLE DRIBBLE: FIVE ON FIVE

scrolling is off-putting.

DRAGON'S LAIR 79% Issue 3

Some of the best Game Boy graph you'll ever see. Hard but playable

DR MARIO 64% Issue 1 Even with DROPZONE 79% Issue 15 Los

DUCK TALES 78% Issue 2 A playable platformer, but it's too easy and too similar to the original DYNABLASTER 93 Issue 2

EDD THE DUCK 80% Issue 21 Standard platform game, but a very playable and good-looking one.

EMPIRE STRIKES BACK

F-15 STRIKE EAGLE 78% Issue 15 Frantic seat-of-the-pants combat, but not enough depth or variety.

FACEBALL, 2000 93 Issue 5

FERRARI GRAND PRIX CHALLENGE 63% Issue 11 All the usual racing stuff but nothing nev FIREFIGHTER 79% Issue 21 Tough, frantic and original plat-former. Dodgy graphics, but the action makes up for that. THE FLASH 74% Issue 17

THE FLINTSTONES 53% Issue 18 this cartoony platformer is very neat but it's got one serious flaw – it's too easy.

PUSHOVER

68% (Issue 13)

Push the dominoes in the right order, watch 'em fall, play again. Not really what you buy a Super NES for

WORDTRIS

61% (Issue 15)

Tetris spin-off in which you match letters to make words The gameplay doesn't even come close to the original – stick to Scrabble!

SUPER SHANGHAI

49% (Issue 20)

Ancient Oriental puzzle game. Fun, with some nice touches. but not really worth £50.

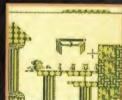
A guide to Game puzzle games

SOLOMON'S CLUB 93% (Issue 7)



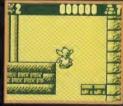
One of the most addictive Game Boy carts of all time. A fine mixture of arcade action and brain-stretching puzzling

90% (Issue 14)



Not so hot to look at, but a faithful rendition of the puzzle classic. Well-polished and devastatingly difficult

KRUSTY'S FUN HOUSE 84% (Issue 13)



Loads of Lemming-like levels, but you have to kill rats rather than rescue lemmings. Some great comic touches.

SPLITZ

83% (Issue 20)

Sliding-block game with pictures of famous people, like Alberts Einstein and Elvis Presley, to try and piece together. Very addictive

MARIO AND YOSHI 80% (Issue 15)

Tetris clone with decidedly dull graphics but brilliant puzzling gameplay which should keep you going for a while.

78% (Issue 1) Very playable, with good sound, but marred by a dodgy attempt at 3D graphics. The only Game Boy game where you get to play a small tomato

BRAIN BENDER 77% (Issue 11) A fun and fiendish puzzler that really will bend your brain.

BOXXLE 2 72% (Issue 10)



120 screens of frustrating boxshifting action, with a nice create-your-own option included. Very difficult, but passwords help out.

SNOOPY'S MAGIC SHOW

Challenging and intriguing action featuring Snoopy and Woodstock. Unfortunately, infinite continues and passwords make it rather too easy to complete

DR MARIO

64% (Issue 1) A Columns rip-off. This one features tedious gameplay and a completely irrelevant medical

A guide to NES puzzle games

BOULDER DASH

90% (Issue 1) This 24-level monster is downright taxing on the old grey matter. Run around mazes, collect diamonds and try not to get squashed. Sounds easy? You won't think so after you've given it a go.

SOLOMON'S KEY 89% (Issue 21)



Platform puzzler with great gameplay, detailed graphics and 50 screens' worth of action. Passwords mean you can start on any level and tackle them in any order

67% (Issue 3)

Addictive two-player maze game. Looks good **FOOTBALL INTERNATIONAL 70%** only one player it gets dull very que FORTIFIED ZONE 68% Issue 4 FORTRESS OF FEAR 84% Issue 2

GARGOVLE'S QUEST 76% Issue 3

GEORGE FOREMAN'S KO BOXING

but well worth the aggro.

HAL WRESTLING 28% Issue 10

play. Maybe a bit too hard, though.

HIT THE ICE 50% Issue 13 At first burglar every half hour. Dull. HOME ALONE 2 57% Issue 16

HUDSON HAWK 35% Issue 10

HUNT FOR RED OCTOBER 40% 5ad graphics but huge playability ISHIDO 68% Issue 5 Fun to beg With, but not enough variety JOE 'N' MAC 75% Issue 14 sometimes annoying but usually fun KID ICARUS 68% Issue 11 At Big levels and oodles of action

KRUSTY'S FUN HOUSE 84% issue 13 A well-done puzzler with simple design but tons of gameplay. KWIRK 78% Issue 1 Fiendishly hard but incredibly playable puzzler. **LETHAL WEAPON 41% Issue 18** oring action. More like Water Pistol

THE LITTLE MERMAID 45% Issue 17 This swimmy game is to easy and too cute for all but the

LOONY TUNES 80% Issue 13 McDONALDLAND 66% Issue 14 MARBLE MADNESS 31% Issue 4

MARIO AND YOSHI 80% Issue 15

disappointing graphics.

MEGA MAN 3 83% Issue 16 MERCENARY FORCE 54% Issue 9 metroid 2 66% Issue 8 Too big. MICKEY MOUSE/BUGS BUNNY 2

AINER 2049ER 25% Issue 18 MISSILE COMMAND 49% Issue 7 MORTAL KOMBAT 59% Issue 21

MOUSETRAP HOTEL 47% Issue 13 h an uncontrollable character and

repetitive gameplay.

MR DO 80% Issue 10 Nigh-perfect
conversion of the highly addictive and

NAIL 'N' SCALE 32% Issue 10

MBA BASKETBALL 35% Issue 20 Nobby basketball sim that's unlikely to thrill even hardened fans.

NIGEL MANSELL 73% Issue 23 NINTENDO WORLD CUP 64% Issue 1 More oddball than football. This game looks interesting but, sadly, lacks excitement.

PACMAN 51% Issue 7 Basic ga

PAPERBOY 77% Issue 3 This game gets a lot of fans. Dunno why – it's as dull as the Sunday Times.

and just as lame.

PINBALL DREAMS 32%

total of three fighters. Hmr

complex for the 'Boy.

POP-UP 61% Issue 14 Basic, five

PRINCE OF PERSIA 83% Issue 8 An absorbing and playable bash ' up. Best by far as a head-to-head

THE PUNISHER 49% Issue 14

timeless and addictive.

QIX 81% Issue 3 Guide a ship

RAGING FIGHTER 52% Issue 20

RADAR MISSION 53% Issue 3 RAMPARTS 59% Issue 22

THE RESCUE OF PRINCESS BLOBETTE 55% Issue 2 Just as dull and aimless as the NE5 version.

ROAD RASH 29% Issue 22 graphics and clumsy controls.

ROBOCOD 60% Issue 19 Better than both the Super NES and Game Boy versions, but still lacks content.

ROBOCOP 74% Issue 1 Entertaining

ROBIN HOOD 74% Issue 15 Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.

R-TYPE II 68% Issue 14 A smart

SIDE POCKET 59% Issue 1 SKATE OR DIE (BAD 'N' RAD) SNEAKY SNAKES 58% Issue 4 great on the move. Too easy, thou let down by crude visuals.

too slow and the targets are unclear.

SPEEDY GONZALES 72% Issue 22 SPIDER-MAN III 70% Issue 19

SPOT: THE COOL ADVENTURE

STAR SAVER 34% Issue 7 and formulaic gameplay.

STAR TREK 57% Issue 10 This has

the gameplay's lame.

STAR WARS 80% Issue 12 Big and tough, just like the NES shooter. SUPER KICK OFF 77% Issue 6

SUPER MARIO LAND 2 70% stun, but it's not really up to scratch.

SUPER OFF ROAD 16% Issue 13

Even weaker than the SNE5 game.

Slow, uncontrollable and frustrating.

TALE SPIN 63% Issue 18 A shoot 'em up featuring Baloo the bea for a while but soon gets boring TECMO BOWL 62% Issue 22 too haphazard to be fab.

T2: THE ARCADE GAME 71% Issue 13 If you can ignore the samey ness you'll love the action-packed

TERMINATOR 2 80% Issue 3 A neat game with spiffy graphics and all the best bits from the film.

hair-care tips

Glover (who

being ginger).

with Brian

dreams of

TIP OFF 78% Issue 13 Unoriginal basketball sim that does the job.
TITUS THE FOX 71% Issue 16 60% Issue 15 Easy to learn, with loads of missions but poor air combat TRACK AND FIELD 64% Issue 20

sim, but only for button-bashi
TRACK MEET 64% Issue 9 which has Well-designed athletics sim which ha nothing new to offer but is still fun. TRAX 32% Issue 10 A blaster with TUMBLEPOP 30% Issue 20 Dull

FURN AND BURN 80% Issue 15

with clean and detailed graphics.
TURRICAN 79% Issue 5 Massive and very challenging shoot 'e Almost as slick as on the NE5.

TURTLES 2: BACK FROM THE

a tougher mission.

ULTIMA 84% Issue 12 It's a bit too

which you'll want to finish.

WAVE RACE 70% Issue 16 WORLD CIRCUIT SERIES 759 WWF SUPERSTARS 49% Issue 4 WWF SUPERSTARS II 44%

YOSHI'S COOKIE 73% Issue 23

but it's just another puzzle game. ZEN: INTERGALACTIC NINIA 63%

em up with nice graphics and okay punds but iffy gameplay.

NES

PLAYER TENNIS 52% Issue 10 A BOY AND HIS BLOB ACTION IN NEW YORK 69% ADVENTURE ISLAND II 57 sue 9 Loads of levels, but it's too applistic and doesn't have enough

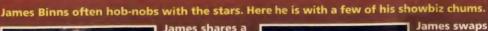
ED CHICKEN 80% Issue 23 A ATF STEALTH 21% Issue 17

Yes, a bad beat 'em up – bad sound bad animation and bad gameplay. BARBIE 19% Issue 20 Even Barbin

BART VS THE WORLD 67% BARTMAN VS. RADIOACTIVE MAN 67% Issue 18 Lots of variety and a huge challenge, but frustrating.

BAYOU BILLY 22% Issue 4
An awful mixture of ripped-off game

James's claims to fame





James shares a joke with his best mate, a Colonial **Marine from** Alien War.





adverts.

styles. The worst Zapper game ever.
BIONIC COMMANDO 63%
Issue 13 Not audid BLADES OF STEEL 81% Issue 3 which will keep you going for mor BLASTER MASTER 71% Issue (varied levels, but its looks let it down
BLUE SHADOW 74% Issue 4
A slick platform hack 'em up. Great
backdrops and varied enemies.

THE BUGS BUNNY BIRTHDAY BLOWOUT 31% Issue 4 Jerky scrolling, crap graphics and dull levels

BURAL FIGHTER 77% Issue 16

CAPTAIN SKYHAWK 83% Issue 1 graphics and frantic action.

CASTELIAN 71% Issue 8 Frustrating but enjoyable climb 'em up. Difficult

CASTLEVANIA 71% Issue 7 find the gameplay a little reg CASTLEVANIA II 61% Issue

CAVEMAN NINJA 67% Issue 4 Looks good but plays bad. Repetitive

CHIP 'N' DALE RESCUE RANGERS gameplay. A bit too easy, thou COOL WORLD 33% Issue 18 Even worse than the dire film.

CRASH DUMMIES 71% Issue 19

Nice graphics, but the action is unin pressive and the big levels are a drag. CRACKOUT 22% Issue 8

and stupid additions make it tedio

DARKWING DUCK 62%

four levels and some duff touches.

DAYS OF THUNDER 61% Issue 13

DEFENDER OF THE CROWN 71% DEFENDERS OF DYNATRON CITY % Issue 12 Basic, boring and

DIE HARD 78% Issue 7 Looks tatty, DIGGER T ROCK: THE LEGEND OF THE LOST CITY 58% Issue 1

DISNEY'S ADVENTURES 44% Issue 10 A collection of five badly done sub-games. Basic and glitchy

DRACULA 60% Issue 22 puzzles and amazing animation DONKEY KONG 40% Issue 5

DOUBLE DRAGON HI 36% issue 11 it's tough, but you'll get bored before you finish it. Repetitive

DOUBLE DRIBBLE 67% Issue 17

Simple basketball sim that is enjoyable enough but lacks variety. Strictly for fans of the sport.

DROPZOWE 90% ISSUE 14 An oldle,

fun Zapper game. Okay if you get it free with the Action Set but don't buy

DUCK TALES 69% Issue 2
Unoriginal but playable, with good animation and groovy characters.
DUCK TALES 2 55% Issue 2 A fur complete in an evening. Pity.

Issue 17 Two-player racer which is fun for a while but ultimately boring

ng and tough. **III SYNDERS RACK** 85%

F-15 STRIKE EAGLE 56% Issue 9

FERRARI GRAND PRIX
CHALLENGE 61% Issue 9 Some nicideas but the awkward controls make

FESTER'S QUEST 14% Issue 22 A FIREHAWK 80% Issue 22 up, but let down by its graphics.

THE FLINTSTONES 46% Issue 10 gameplay makes It too frustrating.
GALAXY 5000 52% Issue 7

GEORGE FOREMAN'S KO opponents, but it's far too easy GHOSTS 'M' GOBLINS 58% Issue 20 More of an endurance test than a game of skill. Leave well alon GOALT 39% Issue 1 Lousy graphics, confusing gameplay and slow action GODZILLA 10% Issue 8 How shall we describe this? Ah yes. Crap, crap, GOLF 70% Issue 21

Crude and conventional sim which is easy to play and good for a laugh.

GREMLINS II 73% Issue 5 Graphics are great, gameplay less so.

GUMSHOE 75% Issue 4 More like a

HAMMERIN' HARRY 58%
ISSUE 14 Looks nice and plays well, but it's unoriginal and far too easy.
HIGH SPEED 47% ISSUE 8 frustrating gameplay. Very limit HOGAN'S ALLEY 64% Issue Point 'n' shoot action which is f entertaining but lacks variety. HOME ALONE 61% Issue 16 get into it you'll find it's quite ful
HOOK 84% Issue 6 A neat movi
licence with sweet gameplay and

HUNT FOR RED OCTOBER 32% Issue 7 This waterlogged shoot 'em up gives you lots of weapons but it's

IKARI WARRIORS 59% Issue 20 badly designed to be any fun.

IRON SWORD 79% Issue 13 Aka **ISOLATED WARRIOR** 72% Issue 1 SUPER OFF ROAD 54% Issue 1

JACK NICKLAUS GOLF 579 JACKIE CHAN ACTION KUNG FU JAMES BOND JR 79% Issue 17 JURASSIC PARK 79% Issue 23 A

nice looking game which is quite fur to play but a bit slow in places. Not KABUKI QUANTUM FIGHTER
71% Issue 13 Nifty graphics, but the levels are badly designed and it's all

KICKLE CUBICLE 62% Issue 4 This novel puzzler has great graph and sound but it's a bit easy. NOCK OFF 93% beaute 4 Playable

KIRBY'S ADVENTURE 53% Issue 23 Lovely-looking platformer with loads of sub-games which, tragi

Issue 6 Fast and fun, with a good two-player game, but it's a bit easy. KUNG FU 36% Issue 13 Tedious beat 'em up with naff controls and beat 'em up with his. lots of walking along.

LETHAL WEAPON 50% Issue 18 Bad animation and clumsy gameplay Really second-rate stuff.

LIFEFORCE SALAMANDER RA% Issue 21 Lovely scrolling shoot 'em up (sequel to Gradius) which is really fast

LITTLE NEMO 77% Issue 8 This fun cartoony arcade adventure may be cute, but it's as hard as nails! LOLO 65% Issue 8 A decent, challenging puzzler, but it lacks character and is a bit colourless.

LOW G MAM 94% Issue 2 Huge,

MARBLE MADNESS 56% Issue 2 MARIO AND YOSHI 66% Issue 15 that all-important addictive edge MAXIVISION 15 27% Issue 10 What a load of rubbish! There are 1 games here and they're all crap. McDONALDLAND 77% Issue 13 Not a particularly original platforme but it looks okay and is quite playab MEGA MAN 68% Issue 6 An with no password system. Beware!
MEGA MAN 2 83% Issue 6 Not as
tough as Mega Man, and better all
round. Bright and funny, rather good eally.

METROID 66% Issue 20 A big platform arcade romp that would last you a good while if it wasn't so dull.

MISSION IMPOSSIBLE 79% MONSTER IN MY POCKET 69%
Issue 15 it's got the looks, it's got the
gameplay, but where's the challenge?
ISSUE GOLF 86% Issue 10

NORTH AND SOUTH 74% Issue 12 PAPERBOY 2 50% Issue 14 unoriginal, uncontrollable and badly programmed. Oh, and boring. PARASOL STATE 91% Issue 13

POWER BLADE 49% Issue 2 ip-roaring sound effects and impres-ve beasties, but it's a bit of a doddle

PRINCE OF PERSIA 35% Issue 15

Mildly engaging for a while, but ultimately too primitive and awkward.

PROSOTECTOR 85% Issue 4

PUNCH OUT 74% Issue 11 One of

RAD GRAVITY 74% Issue 14 Looks former with loads of variety.

RAD RACER 66% Issue 9 Not bad, iled by average graphics and

RESCUE: THE EMBASSY MISSION 48% Issue 5 Sniping, abseiling and lots of tip-toeing, but boy, is it dull. RC PRO-AM 62% Issue 15
A weird game which plays really well

ROAD FIGHTER 44% Issue 6

puzzles and major flicker.

ROBOCOD 55% Issue 20 One of the hetter versions, but still far too shallow and straightforward.

ROBOCOP 66% Issue 2 A fun

stomp-and-blast 'em up, but it's too
easy and lacks longevity.

That hits the spot!

These are the games the TOTAL team have been giving themselves sore thumbs over this month.

FRANK's fave this month is Cool Spot. He decided this after his pale Northern skin received a bad dose of sunburn in Las Vegas.

CHRIS: Battletoads Vs Double Dragon. 'Why,' we enquired gently, 'Because I do, all right,' snarled Chris.

JAMES's fave is Cool Spot. (Well, it's certainly better than the nasty spot on his face.)

DANE loved Aero The Acro-bat. 'He's such a cute little chap!' she simpered. She also likes ultra-violent beat 'em ups with loads of gore.

ROBOCOP 2 79% Issue 10 A brilnfinite continues it's far too easy.

so dated it should be extinct.
ROLLER GAMES 72% Issue 2 A RUSH 'N' ATTACK 65 Issue 22 looking a bit crusty now.

RYGAR 79% Issue 20 Huge, playable and action-packed arcade SECTION Z 42% Issue 22 Conventional space shoot 'e

SHADOWGATE 74% Issue 2 Taxing It's just a shame you keep dying.

SHADOW WARRIORS 47% Issue 3

SKATE OR DIE 52% Issue 1 This has five sub-games, but none is very good and some really stink.

SKI OR DIE 53% Issue 2 Just like SMASH TV 82% Issue 3 Lots of baddies make this a really frantic blaster, but it's a bit too repetitive in the long term.

Quite fun to begin with but gets mighty dull after a while. SOLAR JETMAN: FUNT FOR THE COLDEN WARFSKEP 925 ISSUE 1 This shooting explore 'em

SPY VS SPY 69% Issue 23 Classi SUPER ADVENTURE QUESTS Issue 5 More varied than the first Mario game but not as good as SM83. SUPER SPORTS CHALLENGE 63%

SWORDS & SERPENTS 82% issue 2 Bland scenery, but the animation and action make up for it. SWORD MASTER 22% Issue 7 colourful graphics, but it's too fiddly. **TERMINATOR 2** 74% Issue 3
A spiffy little game-of-the-film. Good

TIME LORD 43% Issue 1 Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.

TO THE EARTH 82% Issue 4 A proper 3D shoot 'em up, but with a Zapper. The best lightgun game you'll

TOM AND JERRY 67% Issue 11 platformer. (And where's Tomr)
TOP GUN 69% Issue 14 Not a techy
flight sim but a simplistic shoot 'em

TOP GUN: THE SECOND MISSION
66% Issue 1 Amazingly fast visuals, TOTALLY RAD 54% Issue 8

sports sim. For fans of the genre or TROG 67% Issue 3 Looks great ar plays well, but it's not hard enough TROJAN 52% Issue 21

TURBO RACING 81% Issue 9 Nice-looking and smooth-playing. A bit simple, but it will last a while. **TURTLES** 68% Issue 13 Looks a bit

bashing plays okay.
TURTLES 2 66% Issue 6 Lots of

ULTIMATE AIR COMBAT 82% This will test even the toughest flyers.

WIZARDS AND WARRIORS III WWF WRESTLE MANIA 30% WWF WRESTLE MANIA
CHALLENGE 37% Issue 1 Good lacks challenge or excitement.

WWF STEEL CAGE CHALLENGE

40% Issue 13 Desnite hards WRATH OF THE BLACK MANTA XEVIOUS 58% Issue 22 Simple, slov

the task holds your interest. A classic.

ZELDA II: THE ADVENTURES OF LINK 82% Issue 2 The graphics could be better, but there's plenty of action

and is very playable, but it's a little too easy.

LEMMINGS 85% (Issue 11)



The addictive mind-boggler crops up yet again. Look out for the usual selection of suicidal rodents whose sole function is to try and drive you round the twist

MARIO AND YOSHI 66% (Issue 15)

Horrible-looking puzzler in a Tetris vein which gets quite challenging on the later levels but doesn't have the all-impor tant capacity to keep you coming back for more

ADVENTURES OF LOLO 2 65% (Issue 8)



Devious 50-screen puzzle game in which you play a little blue blob with googly eyes. Doesn't have much character and is too unfriendly to play.

KICKLE CUBICLE 62% (Issue 4)



Wonderfully designed arcadestyle puzzler which looks good and sounds even better but is too easy to complete.

DIGGER T ROCK: LEGEND OF THE

LOST CITY 58% (Issue 1)

Plays very much like Boulder Dash. There are lots of neat ideas, but it's just too frustrating to play

TIME LORD 43% (Issue 1) Badly designed puzzles and brain-numbingly tedious gameplay. Nice idea, let down

TETRIS

by the execution.



NES Tetris, but suffice it to say that the gameplay is as fab as ever. (The Game Boy version is still the best, though.)

NEXT MONTH It's a surprise you'll just have to wait and see!

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